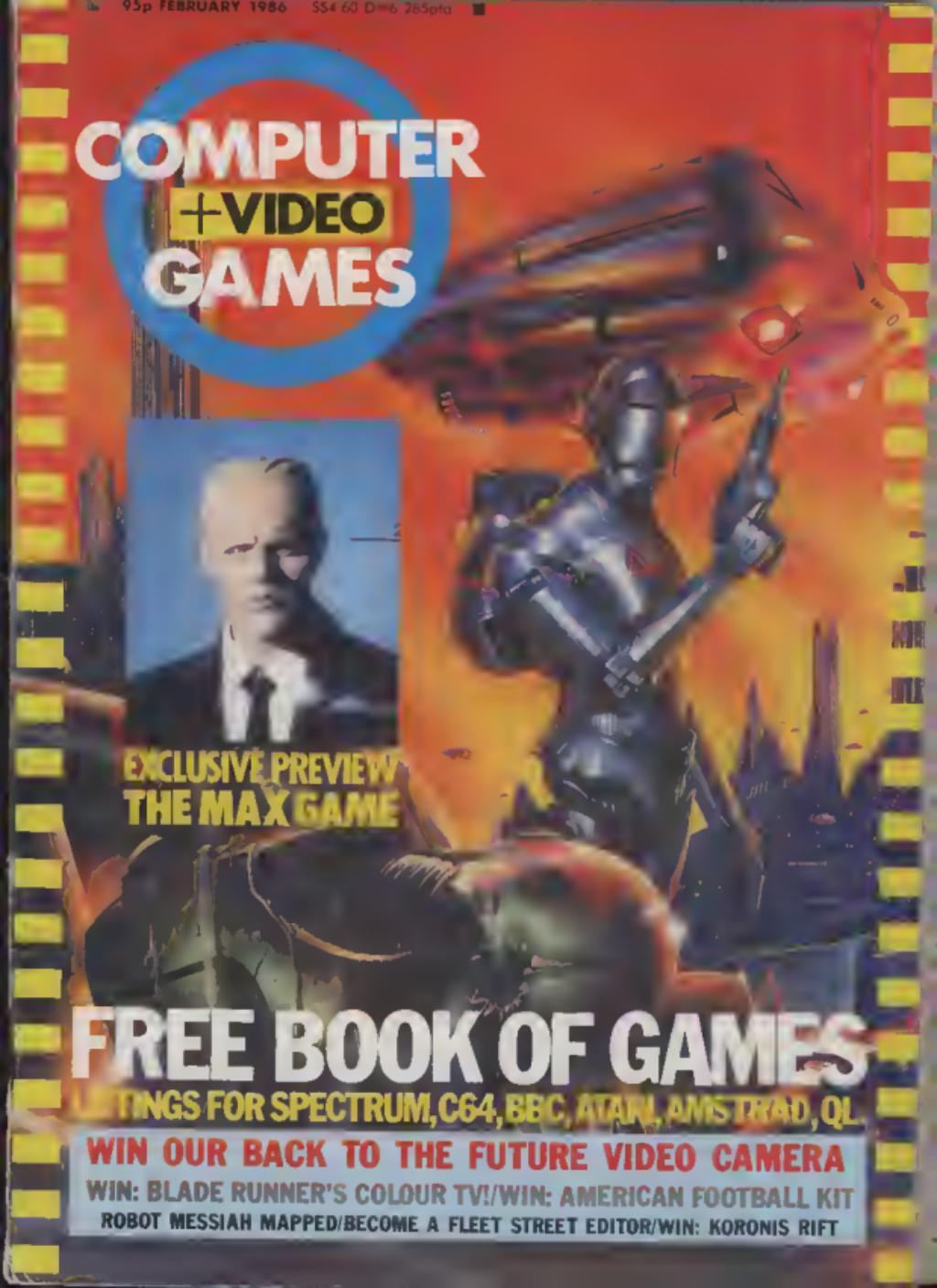


COMPUTER +VIDEO GAMES



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- Crash, Jan '86.

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Another 'Smash' from Elite.
"This is everything a game should be, totally unpretentious and
tremendous fun to play".

-Crash, Jan '86



All-Action titles from

elite

THIS ISSUE

• This month's C+VG has MAX-imun impact. Not only has it got a totally FREE 32 page book of games but it also features a preview of Quicksilva's new game based on the exploits of that TV hero Max Headroom. There's also a chance to win some Max goodies.

We've also got some great prizes up for grabs in competitions based on *Gyroscope*, *Karons Rift*, *Bladerunner*, *Super Bowl* and *Back to the Future*.

Do you produce a computer-related magazine at your school or club? If so, don't miss out on the competition based on *Mirrorssoft's Fleet Street Editor*. It could be your chance to hit the headlines.

There's also a spot of magic among the regular features. We meet the world's one and only Micro Magician.

And just for good measure we've got a map of *Robot Messiah*. If you're in need of salvation from Alphabetim's new game.



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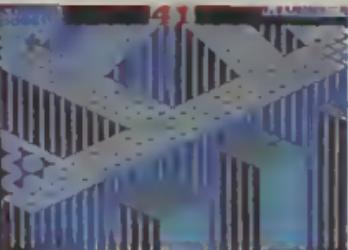
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THE BUGHUNTERS/62



MAX HEADROOM/P42



GYROSCOPE/P37

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NEWS + REVIEWS

8 NEWS

- Demented demons hit the headlines with System 3's new game, Twister. Tony Tokushii lifts the lid on a new game for the Amstrad — Party Quiz. A Trivial Pursuit game with over 2,000 questions.

14 REVIEWS

- Sweeva's World, the cartoon-style caper from Gorgoyle Is C+VG's Game of the Month. The C+VG review team have gone Wild West crazy this month with a round-up of the best shoot-out games for your micro.

50 ARCADE ACTION



FEBRUARY REVIEWS/14

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JETBOY II C16
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X-GAME C16
The age of technology makes the impossible possible, nuclear energy splits and humans can fly. The latest computer game is sure to prove general knowledge can be fun. Gremlins have taken over full as they've re-appeared to demand what they want. They want to become the one invincibles, just as our characters, who are also super invincible, will be. And each other. The left must always serve. Leaving the right to be the ones who have turned something the world upside down. Get them off the screen before they're too far gone.



SHREWD OF THE KING C16
Get, money, a better game, an awesome campaign of attack to defend your castle. If you're top, you would also probably think your players from far and wide. This is the best game of strategy and fight programme for every computer owner. It's a game with impressive graphics, remarkable sound effects and the most advanced writing for itself. Finally the old chance - the world championship.



X-MAN'S AVENGER C16
Defend and break the world's records of X-Man have captured. And the most difficult task is to defend the heart of your battleship plan for their base. The game is a real challenge strengthened by the knowledge and skill of the player. So if you're ready, it's time to get into the ring, to revenge for your winning battles.





NEWS

Watch out for **Urilibrium** the latest stylish shoot out from **Parasoloid** author **Andrew Braybrook**, Hewson Consultants promises super-fast scrolling and authentically addictive action packed with Andrews' neat graphics and super sonics. Here's just a glimpse of the game. More next issue.



Softsel and **Infocom** have come together to produce a special Christmas promotion announcing tremendous reductions on some of the most popular games.

The promotion of the **Infocom Classics** is scheduled to begin mid November and will run through the duration of the Christmas period. Games to be featured are *Deadline*, *Hitch Hik*, *A Guide to the Galaxy*, *Planefall*, *Seastalker* and *Zork I* — all of which run on the most popular machines.

The reductions on the adventure games are substantial. *The Hitch Hiker's Guide to the Galaxy*, which has been totally re-packaged, will drop to a recommended retail price of £24.95. *Deadline*, *Planefall*, *Seastalker* and *Zork I* are all coming down by between £14.00 and £22.00 to £9.95 each.

The machines catered for in the promotion are the new Amstrad CP/M, Apple II, Apricot, Algor 800 and 520 ST, Commodore 64 (128), Macintosh and IBM.

Eighth Day Software's Geras Without Frontiers range of adventures are now available for the following machines priced £2.50 each:

On the Spectrum there's *Four Minutes to Midnight*, *Cuddles Quawn Toffs*, *Ice Station Zero*, *In Search of Angels* and *Foeerie*. *Quawn Toffs*, *Ice Station Zero* and *Foeerie* are available for the Commodore 64 and Amstrad.

■ There must be thousands of you games addicts out there who've become caught up in some marathon playing sessions. But have you beaten 24 hours non-stop?

Well, that was that 14-year-old Bristol schoolboy Alan Tuckett and two friends achieved recently — and in the process raised around £80 for famine relief in Ethiopia.

Joining Andrew for the games playing were Stephen Davies, 14, and Paul Gammill.

The games the boys played included *Castlevania*, *Alton B* and *Revs* on the BBC. The computer stood up well to the continual use but said Andrew "It did get a bit hot."

■ **The Way of the Tiger** is the first of a series of text and graphic adventures from Gremlin Graphics this year based on the fighting fantasy novels of the same name.

The story begins of the magical world of Orb where there lies the mystical island of Tranquill Dreams.

Many years have passed since the time when, as an infant, you first saw its golden shores and emerald rice fields. A servant brought you, braving the distant leagues of the ocean from lands to which you have never returned. Your loyal servant told you of the steps of the Temple of the Rock, praying that the monks would care for you, for she was frail and dying of a hideous curse.

Monks have lived on the Island for centuries, dedicated to the worship of their God, Kwon, He who speaks the Holy

Word of Power Supreme Master of Unarmed Combat.

They live only to help others resist the evil that infests the world. Seeing that you were alone and needed care, the monks took you in and you became an acolyte of the Temple of the Rock. Nothing was made of the strange birthmark, shaped like a crown which you carry on your thigh.

■ Take a sneak peak at Probe's new *Basilion Bond* game starring a computerised version of zany comedy star Russ Abbot. As you can see, the game is set in a TV studio and features other Abbot characters — like Copperman and Thunderwoman. Watch for C+VG for more details.



HOT GOSSIP

BY TONY TAKOUSHI

My hand began to shake as I reached my brow clean of oily sweat.

The room slowly started to spin around me and I felt the walls start to close in. I craved a joystick and video screen. I HAD TO HAVE THEM!

I had begun I knew there would be no sleep for me that night unless I gave in to my craving.

So I lit up the *Tempest* and I rocked machines and settled down to a mega-zapping session. I had barely started to play when the front door bell rang.

"Na," I moaned as my

superzapper recharged on level 42.

I gave in and answered the door. It was my American cousin, come to show me his latest game.

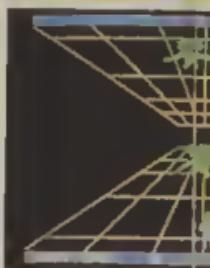
"Howdy TT, I just came over with my two sons to show you my new game, **Party Quiz**."

Party Quiz?

Twenty minutes later I had got into the swing of **Party Quiz** and was loving every minute of it. Maybe I will sleep tonight.

I am always on the look out for new and exciting games for all you Hot Gossips fans and this month I've got what is probably the ultimate Trivia micro game.

Party Quiz is for Commodore



■ Demons are a girl's best friend — or least for Twister, the evil star of System 3 Software's new game. And shall you hunt your dreams unless you manage to destroy her?

Twister has already got quite a reputation based on the luss of the PCW show. In September when System 3 boss Mark Cole hired three scarily-clad dancers to publicise the game by prancing around his stand several times a day, the end result was they were banned.

After the never-ending delays in the launching of System 3's International Karate, many thought that Twister was just a figment of Cole's imagination.

But not so. The game actually exists and remarkably good it is with excellent graphics and good game play.

The game was originally called Twister Mother of Harlots. But, after accusations of "bad taste" it's now just Twister.

Set inside the nightmare world of a twisted brain,

64 and Atari micros. Suncom, an American company, is better known for its joysticks than its games. Do not be misled, Suncom has incorporated the best of both worlds and produced a game that features novel, exciting game elements.

Party Quiz is for one to four players and closely follow the Trivial Pursuit mould but what makes this Trivial derivative special?

It is played with joysticks. The game pack comes with four joysticks (Quick Response Controllers), which are plugged into an interface box which in turn is plugged into two joystick ports via an interface cable.

There are also two floppy discs and an instruction manual included. One disc is the program disc, the other is a question disk.

You start the game with an options screen. Here you can choose the number of players (1-4), the response time to answer the question (3, 4.5 or 10 seconds) and the number of question rounds to be attempted (from the games (5, 8, 12, 16 or 20).

You can also determine the type of game to be played, either Competitive or Social. Competitive is exactly that, each player competes to answer a question before another does. I preferred Social, here all players can answer

and score if they get a question right.

For all you brain boxes there is also a handicap feature. If this is used a player only gets half the normal response time to answer a question.

Once the options have been set you go to the play screen. This is divided into four sections, at the bottom of the screen a timer bar counts down the answer time and decreasing score. Phew!

Each round has ten questions and when a question appears a choice of either four (multiple choice) or two answers is given to choose from. The first player to press the right button on their

joystick gets the points. The quicker you press the more points you get!

Because of the two answer formats, Multiple choice and True/False two scores are given 1000 for Multiple Choice and 500 for True/False (well, you do have a 50/50 chance!)

If the player gets the question right, a little tune is played. If wrong a naughty bleep is heard. If any of you sneaks try the cheat then you will suffer. If a button is pressed before the question appears on the screen, your score is replaced by the word "CHEAT" (Ho, ho, — that will teach you).

For those precious little moments like answering the train door or popping off in the loo, there is a pause mode, activated by the space bar.

To keep you on your toes there is a real nerve jangler called the Lightning Round. These happen on rounds 4, 7, 11, 15 and 19 (if you play all twenty rounds). Here each player has to answer ten questions in twenty seconds; this is real lightning cooker stuff believe me.

My friends have nicknamed me Jacques Cartier because I am so cool under pressure but this section ruffled even me.

To keep everyone in the picture a report card is shown every two rounds with each player's score and various funny comments. What does TRY CHEATING mean?

The package has 2 500 questions covering History, Arts, Science, Geography, Sports and Entertainments. It must be sold that it is an American package and many questions reflect this — just what are the ZIP codes for Utah? — but it really is fun because everyone stands the same chance of getting the answer wrong!

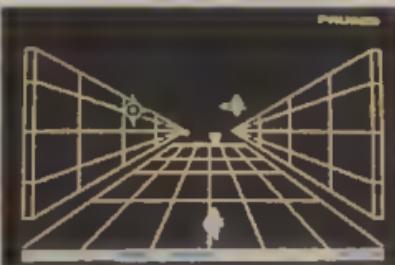
A special editor disk is available for the Atari version that allows the question disk to be edited for British questions and answers.

Party Quiz is not cheap at £40, but it is probably the most luxurious and comprehensive version on disk. So all you Commodore and Atari owners looking for a fun family game that does not tie everyone to the keyboard go for this package.

Party Quiz is available from Software Express in Birmingham or most software retailers.

Hold on to your hats! That all time classic, **Star Raiders**, is set to make a come back! **Star Raiders II** should be with us quite soon. A special version was on show to a select few at the Comdex show in Las Vegas in December.

It looks HOT! It will be initially released for the Commodore 64 and Atari ST micros.



The idea behind the game is to destroy the evil at its centre. You do this by zapping your way through live screens full of demons, phantasms, devils, monsters

Everything about Twister is impressive — from the strategy behind the game, animation and graphics.

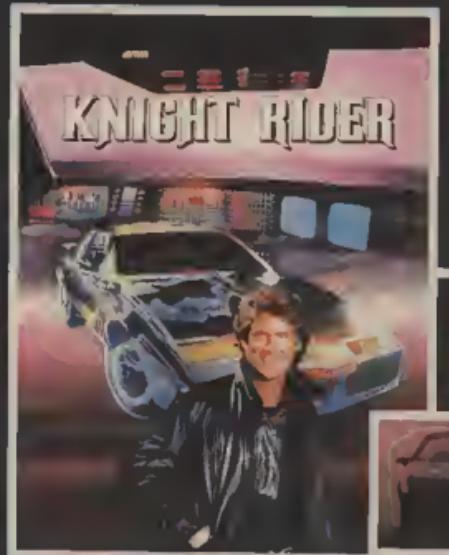
Although there were minor changes to be made to the Copy sent to C+VG Twister is shaping up to be the best System 3 game yet!

C+VG/SYSTEM 3 TWISTER OFFER	
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I enclose	tokens
Machine owned..	

SOME MISTAKE SUBTLY?
 So, did you spot last issue's deliberate mistakes? You must have spotted that the Bug Hunters strip had two pages transposed. Took, I know! It was a weird story -- but it was supposed to make sense. Despite all precautions — like actually writing the page numbers on the artwork SOMEONE — will be getting a visit from Big Red — managed to get them around the wrong. So if you'd all like to turn to page 120 of January's issue, it should really be page 121 — so you'll have to read it backwards. Right?! You just can't get the staff these days...

adge No. 2: On the contents page three was an enormous white space above the Combat Zone heading. Now our spies tell us it was a Green team member who swiped the missing item. But if you can tell us just what should've been in that gap you could win yourself a t-shirt. The best suggestion will get a visit from Big Red.

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Your driving skills will be driven to the limit in this simulation of the hit T.V. series. Just you and a cool cat named "KITT" - the ultimate driving team!



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RAMBO™

FIRST BLOOD™ PART II

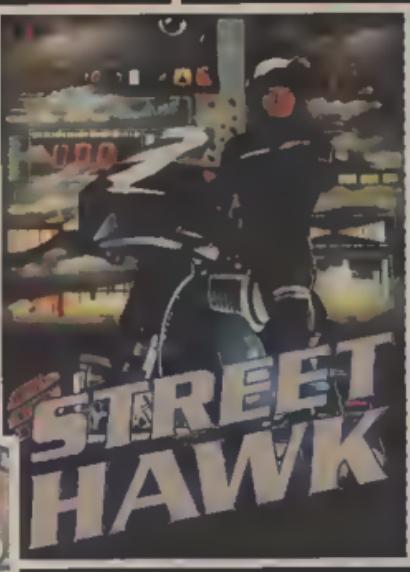


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play the role of
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mystery Microgamer and
you too could win a super
prize!



'Knock
every



"My two top contenders"

1. *Scooby Doo* by Elite

In the red corner we have *Scooby Doo* - a real heavyweight when it comes to catching criminals, ghosts and other things that go bump in the night.

2. *Super Sleuth* by Gremlin Graphics

And in the blue corner another *Super Sleuth*. Which one will come out tops? Hard to say, Harry, but both are champs in my book.

THORN EMI Computer Software
International Micro Software Division

"Take a ringside seat and sample the excitement"

CUFF HANGER

by New Generation

This fighter doesn't use his fists, man, - but everything else is sight! Cannons, boulders, boomerangs and bombs all come in handy for Cuff who has to do something to stop the bandit shooting up the canyon.

Spectrum 48K

£4.95

GRUMPY GUMPHREY SUPERSLEUTH

by Gremlin Graphics

Keep your eye on the clock and look sharp! All your best moves have to be executed on time or you're in big trouble. Catch the shop thieves and above all keep the Manager happy - my motto exactly!

Spectrum 48K

£7.95

MINI OFFICE

by Database

Comprising word processor - for writing letters and reports, a database - for storing addresses, and a spreadsheet - for storing complicated numbers. Pretty high-powered stuff, don't you think?

BBC

£5.95

Checkout games for fans everywhere'

MARSPORT

by Gargoyle Games

Box your way out of this one! The World needs a Champion (what about me?) Yes, but you can be the champ here. That is if you sneak the defence plans from the doomed city and reinforce the force sphere. Not easy, with aliens attacking your every move.

Spectrum 48K and Amstrad

£9.95

DYNAMITE DAN

by Mirrorsoft

Count to ten and concentrate. You think you can win on points? Well I tell you this game will have you reeling! He may not be a Jumbo or a Bonecrusher but one thing is certain, Dynamite Dan is hard to beat.

Spectrum 48K

£6.95

Amstrad and Commodore 64

£8.95

"Games to keep you on your toes".

RED ARROWS

by Database

These guys can sure move. But their game is a non-contact sport, if you get my drift. You can try your hand at formation flying, looping the loop and all the other tricks. Duck, dive, dodge, swerve and break - only don't hit anyone here.

Versions for most machines

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Disk

£11.95 & £12.95

SPOT THE BALL

by Creative Sparks

Two sports classics in one pack, but you only play one at a time. OK? There's soccer and snooker. Both need skill and timing as well as a joystick and 32K ram. Co to it!

Atan 32K

£8.95

SCOOBY DOO

by Elite

Slippery customers throw in the towel when this ace detective is around. With your help he can track down and solve the mystery that haunts his friends. Join the elite band and pit your wits against the spooks.

Spectrum 48K

£6.95

Commodore 64

£7.95

Amstrad

£8.95

SPARKLERS SPECIAL

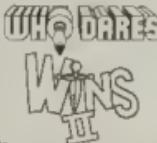
by Sparklers

A fist full of games at a fantastic price. And nobody is pulling punches here. These games really are the greatest - anyone who disagrees will have me to reckon with! Not to mention Slurpy, Orc Attack, River Rescue and Black Hawk.

Spectrum 48K and Commodore 64

4 games for £7.50

"Non-stop thrills from start to finish."



by Alligata

Only the brave survive (and the lucky). Upper cuts and left hooks are no good to you here. You need to find the ammunition dumps to knock the stuffing out of the enemy and free your friends.

Commodore 64

£7.95

Amstrad, Spectrum and Commodore 128 versions available soon.

Win



Spot this month's mystery microgamer and win a fantastic prize. Ten 2-pack program prizes must be won plus single game prizes for the first 100 runners up

If you think you now have the answer send this coupon to us no later than 14 December 1985. The first ten correct answers will receive SCOOBY DOO and SUPER SLEUTH. 100 runners up will each receive a super game for their machine type.

I say the Mystery Microgamer is:

Send me your latest full list of software programs.

Name _____

Machine _____

Address _____

Postcode _____

CVG4

Send to: THORN EMI Computer Software Mystery Microgamer Competition, Thorsen House, 295 Farnborough Road, Farnborough, Hants GU14 7NU

Last month's
**Mystery
Microgamer
was**
Ian McCaskill
**Prizes are
on their way**

Prizewinners
Andrew James,
Swanson
Bobby Earl,
Birkenhead
Mark Johnson,
Knollingley
Stephen Hirst,
Castleford
Barry Chesser,
Swinton
Graham Langlands,
Cumber
Tim Hart,
Bristol
Paul Cooke,
Blackpool
Robert Wooley,
Peterborough
John Badde,
Coventry

All games featured above are available from Laskys, WH Smith and other good software stores

KEY

G+P 1+
Are they really making a 3D technology game like this? I'd tell you if it looked like someone has only scribbled on the screen with a magic marker?

7/12

Does the game sound like a Duan Duan LP played at speed? Or does the noise from your mind knock you half way across the room? The C+VG review team don't play games with their ears blocked up by know!

M+P 1+

Is the game really worth all those pennies? Will the novelty last? Is it worth going for the C+VG £1.99 for me, because your parents won't come up with the extra pocket money? Or could YOU write a better game?

P+V 1+

Will you be playing until the early hours of the morning as you attempt to complete just one more screen? Or do you fall asleep the minute the inter-screen appears?

BLITZ GAME

BLITZ GAME

C+VG is wary of telling you that the game must not be missed!

INTERNATIONAL KARATE

• Machine: Spectrum
• Supplier: System 3
• Price: £15.00

Well, it's finally here, after much singing and dancing IPCW Show! Will it top the Exploding Fist karate champ or not? Let's compare the two.

Exploding Fist characters are nicely drawn and excellently animated. However, although not bad, the animation and graphics are not quite up to that standard.

The backgrounds on Fist were colourful and ornamental but in International Karate they are colourfully recognisable and subtle.

The gameplay on Fist was good with only one life,

- Machine: Spectrum/Amstrad
- Supplier: Gargoyle Games
- Price: £7.95

Could this be the world's first sleazefest computer game? Well, maybe. But one thing is for sure. Sweevo is a character who will give a smile to the face of even the most jaded games player.

Sweevo, at SWEEVILLE Enterprises, Warrington, Cheshire - has been given the job of clearing up a post-apocalyptic jungle. Folly Folly, the old pianist, is dead. Baron Knutz, and his wife Hazel,

Baron Knutz, in his odd eccentric experiments, and the results of this dabbling have now caused mayhem on the planet. Sweevo's task is simply to tidy up the planet.

He has to discover just how to use the objects he discovers on the planet - and what effect they have on the creatures. Each of the deadly creatures. Each of the deadly garden gnomes, will put hero has to discover and make use of to get rid of them?

Sweevo looks most unlike a robot or android. He looks a bit like William Widdler - with a long neck and a winning grin.

The rooms he has to explore are full of deadly fruit. Yes, fruit. Don't walk into them or you'll injure poor old Sweevo. He's allowed three falls before he loses a life. You begin the game with five.

The rooms are drawn in Ultimate 3D style. Each contains objects which may or may not be useful. Some can be.

whereas in International Karate it is the best of threeights on each round and after each round a bonus screen can be attempted which consists of the first bonus screen, a wood block smashing attempt with bonus points for each block smashed and, on the second bonus screen, smashing or avoiding flying objects.

Sound on the Fist was limited to spot effects which were good but sparse. International Karate boasts great spot effects music and excellent clear speech which announces the start, the score and the results of the contest (it's bit like Jimmy Hill).

Altogether the package is a winner with its international

collected and used. You'll come across the word "BOO" in various locations. Collect the and you can say BOO to the Goose which lays the Golden Egg and gives you more energy!

Your current energy rating is indicated by a "face" at the top of the screen which begins with a big grin which gradually turns to a grimace as you lose energy by bumping into things. One bump to many and it turns into a skull.

Watch out for the air vents which blast you back to another level. But some times they can come in useful if you've done what you came to do.

You can begin the game at any one of four starting points. Simply select which one you want at the start of each game. Sweevo sets and vents until you've made your choice and then heads to a hole and parachutes through using his trusty umbrella.

"...THE FUNNIEST CARTOON ADVENTURE YOU'LL EVER TAKE PART IN...."



- Graphics 9
- Sound 7
- Value 9
- Playability 9

backgrounds and terrific speech. If you already have The Fist this may not be on your list. However, I've got both and play them equally.



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COMPUTER SOFTWARE

THUNDERBIRDS

• Machine: Spectrum C64

• Supplier: Firebird

• Price: £3.95

Thunderbirds are Go! This maze puzzle game, one of the first in Firebird's new Super Silver range, manages to capture the spirit of Gerry Anderson's classic TV puppet series.

You have to help the pilots of Thunderbirds One and Two rescue a couple of astronauts trapped inside an ancient Egyptian tomb. As a typical tomb the one is packed with neat, secret doors and deadly needles.

You have to solve the puzzles, beat the traps and save the

missing archaeologists before their oxygen runs out.

Each screen is a puzzle. You have to move coloured blocks around, using both Thunderbirds to create a pathway to the doomed men as quickly as possible. No mean feat — and you have to look out for fuel along the way.

Thunderbird One can move blue blocks, Thunderbird Two moves green blocks. Both craft can move red blocks. You often need to use both craft to solve the puzzle and move on to the next screen.

Before take-off you can pause Thunderbird Two with various bits of machinery and gear that



help in the mission. Each bit of equipment you take reduces your starting score. Taking nothing at all reduces your

chances of finishing. If you come across a screen where one of the aliens in Thunderbird Two's hold will help

GUNFIGHT

• Machine: Spectrum Amstrad

• Supplier: Ultimate

• Price: £3.95

Howdy partners! This is Sheriff "Sabreman" talking to you from the troubled city of Black Rock. We're having a lot of trouble with a mean bunch of outlaws right now. I've got Buffalo Bill, the Kid and a host of other famous heroes out to give me and the peaceful folk of Black Rock a tough time.

Lucky I've got my trusty shotgun and my faithful steed, Little Nellie, to help me man the various outposts — but I'd like you along as partner my posse. Fancy coming along to help me clean up the town? Then grab this badge and pit on you Spectrum boy.

Take a whole lot of

Nightshade, add a couple of "duck shoot" arcade bonus screens, spec them up with some nice Western graphics and you've got Gunfight. The idea is that as the sheriff of Black Rock you have to get rid of all the baddies inhabiting the town.

The locals help you by pointing the way towards the particular baddie you're hunting as you patrol the streets in the guise of Sabreman the Sheriff.

Once you've found him you have a gunfight. The 3D style screen changes to a 2D heads up view of the baddie you've come across — with a cross hair sight.

You have to move the cross hair and draw your gun in time to shoot your opponent down.

Each time you wipe out a baddie you get a bounty Cash which enables you to buy more bullets to go out hunting the next baddie. The price of bullets — like petrol — varies from time to time so you need all the cash you can get if you're to succeed in cleaning up the town.

The townfolk can be helpful, but they do tend to get involved when you're hunting down the baddies. Shoot an innocent bystander and you lose cash. Bump into one and you lose a life.

The graphics are identical to Nightshade — except for a few Wild West touches to spice them up. Beside the main play area window a colourful wanted poster appears showing you the particular baddie you're looking for.

Buffalo Bill is the first and he's pretty easy to gun down. After that you're on your own. Billy the Kid and the rest are pretty tough to kill and your TV could end up adding with broken glass if you're not careful. It's up to much thought.

Gunfight doesn't have the puzzles usually associated with an Ultimate arcade adventure — but it is unusually playable. I don't think it'll have the usual lasting appeal however.

The packaging also includes a few hints and tips on game play — another first for Ultimate.

At first I found it difficult to tell which were the baddies and which were the mere inhabitants of the town. Then I worked out that the little man jumping up and down and pointing wasn't going to shoot me down and was just showing me where the baddies were hiding. Lots of bounty money was lost before I'd worked this out.

Still, if you're after a souped-up version of the ancient old Gunfight arcade game then this is for you. But all the hills and pretty graphics don't make the game worth nearly £10.

• Machine: C64 6

• Supplier: Ultimate

• Price: £3.95

What can you say about

Outlaws? Nice glossy packaging, slick artwork and an intriguing storyline printed on the cassette itself. Well up to Ultimate's perennial standards.

But what about the game? I hear you cry, thumping the hammer of your Colt 45 and pointing it in a mean manner at the review page.

Okay, I give in and split the beans but you'd better sit down first. Outlaws is really quite ordinary.

But first the setting. A town lives under the shadow of an evil gang of outlaws. Nobody dares stand up to them. Months pass and then a man with no name and no past rises into town. It's the Lone Rider.

Controlling the Lone Rider and his horse by joystick you must

seek out the outlaws

— revenge the town

— find the horses. Pushing the joystick left or right will cause the horse to move in that direction. Keeping it pressed will move the horse from a trot to a gallop. Pushing the stick forward will cause the horse to jump. Shooting is also easily controlled by the stick. The idea is to get the baddies before they get you. They will attack on horseback or when in town. In a seemingly innocent passer-by will suddenly draw a gun. Fast reaction will be needed to beat him to the draw.

The graphics and sound are okay and the game is quite playable. But with Ultimate's hope is for something new and original and for them Outlaws is rather ordinary.

• Graphics

7

• Sound

7

• Value

7

• Playability

8



out -- the computer takes over and you get a short animated sequence in which the item is used to your benefit.

More fuel can be found inside the tanks, but DON'T move away from a screen once you've discovered some fuel! If you do, it won't be there when you get back.

Thunderbirds is a game for the strategy minded games player. If you don't like solving puzzles and just want to zap things, then don't bother picking this up. If you like a challenge and have a few hours to spare, then grab a copy now. Very addictive, long lasting and fun.

- Graphics 9
- Sound 9
- Value 9
- Playability 9

SUPERMAN



● Machine: CBM 64

● Supplier: Beyond

● Price: £8.95

Is it a bird? Is it a plane? No it's Superman and it's a little bit of disappointment.

The Men of Steel indulges in

a trial of strength with one of his worst enemies, Darkseid, an evil tyrant who threatens the entire universe.

The game starts off well with two great digitised pictures of Superman and Darkseid. But after that, the graphics are not so hot.

The battle rages across a variety of screens ranging from the city streets of Metropolis to Darkseid's subterranean lair. Superman must rescue the good citizens of Metropolis as they are captured by the super-villain and in the same time both use their superpowers to defeat each other.

Darkseid uses his Omega Beam, a mysterious force generated from his eyes to attack Superman and teleport his victims to his lair. Superman counters these powers with his

super breath, strength and ability to fly.

The game can be played either by two people or one player controlling Superman against the computer. Victory is achieved by using up all your opponents strength or once all the citizens have been captured or rescued, the player with the most wins.

The best graphics appear on the intermediate screens between the six play levels. The effects of The Men of Steel flying are quite nice. But the main play screens tend to look a little flat.

- Graphics 7
- Sound 7
- Value 7
- Playability 7

WILD WEST



- Machine: CBM 64
- Supplier: Acrossoft
- Price: £9.95 cassette £12.95 disk

Big Noise is about to get its cowboys have implanted via Snake.

You must try to capture it by shooting your way through whole towns. As Will West, a lawman, you'll capture objects as you go. The game includes a bar fight, a shoot-out with the local sheriff, a stagecoach ride and a rodeo, and lassoing contests.

Various pioneers, Indians and cowboys also cross your path from time to time.

As standard Wild West type ingredients, you're thinking. And you would be right. But a strange dimension is added to the game by three "spintars" which appear below the screen and give help and advice. For instance, "It's boiling here, let's go" or "Examine elixir" and "Take a Rest."

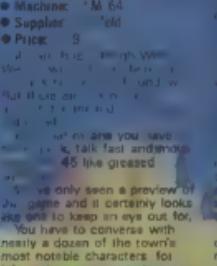
It's up to you which piece of advice you take. The choices are disclosed by movements of the joystick and pressing the fire button chooses the desired one.

Quite how these strange little creatures have turned up in the Wild West is not explained but they appear harmless enough.

Wild West is graphically excellent.

- Graphics 9
- Sound 9
- Value 9
- Playability 9

LAW OF THE WEST



Law of the West is a new addition to the growing list of CBM 64 games. It's set in the Wild West, where you play as Will West, a lawman, who has to bring law and order to a town full of bandits and outlaws. You have to patrol the town, talk to the townsfolk, and solve various puzzles. The graphics are simple but effective, and the sound effects are well done. The game is quite challenging, especially towards the end. Overall, it's a good game that provides a lot of fun.

We've only seen a preview of the game and it certainly looks like we'll keep an eye out for it.

You have to converse with nearly a dozen of the town's most notable characters for information or co-operation as

you progress through the game.

But be warned the program contains language that, say the makers, may be unsuitable for children!



THE WAY OF THE

exploding fist

Become a master of this mysterious ancient art: progress from novice to Tenth Dan and test your strength and discipline. You can control your character with either joystick or keyboard - 18 different manoeuvres including blocks, flying kicks, leg sweeps, roundhouse and even somersaults!

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MERCENARY

- Machine: Amstrad/CBM 64
- Supplier: Novagen
- Price: £9.99 cassette/£12.95 disk

The wait is over. Mercenary is here at last. And well worth the wait.

If you loved the graphics of Elite and also like flight simulations all wrapped up with a spot of zapping and puzzles, this is the game for you.

You play the role of a 21st Century mercenary who crash lands on the planet Tharg and must use his brains to survive in this strife torn world.

To help in this difficult task, Benson, a ninth generation computer helps you with a series of scrolling messages, relays messages and status reports.

The opposing factions on Tharg are the Players and the Mechanics.

Keeping alive on Tharg will be hard enough in this hostile environment but the ultimate aim is to find a craft and escape the planet.

There are also various flying and ground based craft to be used and also a vast subterranean complex to be explored.

With excellent graphics, challenging game play, Mercenary is a game to look out for.

● Graphics	8
● Sound	7
● Value	9
● Playability	9

ZORRO

- Machine: CBM 64
- Supplier: US Gold
- Price: £9.95 cassette/£14.95 disk

Old film legends don't die — they just resurface as computer games. Such is the fate of that masked master of swordplay, Zorro. And a sad fate it is.

Graphically this rather standard platform game is not

over impressive. Zorro himself appears as a black silhouette with no features at all. Odd that the man of mystery has become just a black, jerky blob. The rest of the animation is up to — or rather down to — the same standard.

The music is alright but nothing spectacular.

● Graphics	6
● Sound	7
● Value	8
● Playability	8

OLYMPIC DECAHTHON

- Machine: BBC
- Supplier: Allegate Software
- Price: £9.95

Now you too can follow in the steps of Daley Thompson without leaving the comfort of your own home.

Olympic Decathlon, which comes on disk, allows you to try your hand at ten Decathlon events: 100m, 400m, 1500m, long jump, shot put, javelin, hurdles, discus, pole vault and high jump. There is a choice of joystick or keyboard control.

If you opt for the keyboard, you must select keys to control your left foot, right foot, and a throw/jump key. You compete in all the events using a combination of three basic movements. Hurdling, long jump and high jump involves running and jumping; for example, the javelin entails running and throwing, and so on.

You can add choose whether to practice each event individually, or take part in a full competition. I strongly advise that you practice

because the technique in some of the events is hard to master, if not downright obscure. In each event you are told the qualifying time or distance, your own score, and whether or not you have qualified. If you are very lucky, you may set a new world record. I set a world record in the javelin, and failed everything else.

It's an ingenious idea, but disappointing and sometimes tedious to play. Running in particular is tiring, the aim being to move your athlete's two feet as quickly as possible. There doesn't always seem to be much skill involved in achieving a high score, although in most of the events you can improve through practice.

But the graphics are good, and if you don't like to be beaten by a game, there's a lot of challenge.

● Graphics	8
● Sound	6
● Value	8
● Playability	7

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HARRIER FORCE STRIKE

- Machine: BBC
- Supplier: Microsoft
- Price: £9.95 (tape)
£12.95 (disk)

At last, your chance to take that amazing British invention, the Harrier jump jet, up for a spin, and a bit of in-flight mayhem if you're feeling aggressive.

Not that I made much use of the opportunity — on my first four flights I crashed within ten seconds. I began to see why it takes a small fortune and goodknewness how long to train a Harrier pilot.

This is a superb simulation, developed with the help of British Aerospace who, presumably, vouch for its accuracy.

You are offered a choice of game type (practice or combat) and skill level (pilot, commander and ace).

The graphics are more than adequate. The display takes the form of the view from the cockpit, with ground/sonar/sky instruments and indicators much where you would expect to find them. You can operate the game entirely from the keyboard, or via a combination of joystick and keyboard, and I strongly advise the joystick.

You get a "flight manual" with the game, which tells you about the Harrier, gives you hints on how to fly it, and describes the mission you're supposed to carry out when you can actually stay in the air.

The mission involves destroying an enemy HQ 500 miles away, but first you have to destroy the enemy tanks manning your own ground sites. It might take some time before you establish an operational base free of enemy tanks — a map grid is supplied so you can keep track of where you are in relation to enemy HQ.

The really tricky part comes when you're forced to join battle with an armada aircraft. This is where you really need to understand the capabilities of the Harrier and the clever defence and attack techniques.

A classy, polished and highly addictive simulation, this is a game to keep.

• Graphics	9
• Sound	8
• Value	10
• Playability	10

THREE WEEKS IN PARADISE

- Machine: Spectrum
- Supplier: Maxi Gen
- Price: £8.95

you're living Wally's life, when family (Wilma and Herb) are ill, the place is hopping by natives who plan to kick the old couple out in the latest "here goes."

We went to help Wally, who were they won't? And, will we ever get home?

A grip really impressive side adventure, *Three Weeks* follows the same old Wally the game tradition. Wally has wandered off and the case is in your object - finding him and many looking for him, and many looking for him, and many looking for him.

himself seems to have few extra inches to his and wanders around more slowly, but it's better, as there's no at an every

ice as colour and as ever they appear bolder in previous



is just as published on many animals including lions, meerkats, noisy insects and deadly bats. There's also the horrids. Gob Nibbles is who kidnaps Wilma and Herb and tries to bring them into TV screens unless Wally can come to the rescue in time.

Below is the main playing screen on which the objects that Wally is carrying — he can hold up to six at a time, the number bar Wally's at the beginning will tell, the number of Wilma and Herb's at a picture which gradually forms as you play. What could end up will something terrible or nice. We know what

Wally's colour, it's very nasty, about 1000 really to fulfil screen.

The graphics are the closest to *Tabletop Quest* but to be seen in the good old Spectrum. The single actions are really impressive.

Animation of Wally and the other characters above standard. The game gets a bit boring after a while, but you can't help it and just turn the screen off.

• Graphics

10

• Sound

7

• Value

9

• Playability

9

BLADE RUNNER

- Machine: CBM 64
- Supplier: CRL
- Price: £8.95

Terrific music. Shame about the game. That just about sums up CRL's brave attempt to turn the classic *Blade Runner* movie into a computer game.

Which probably explains why there's not a game or "interpretation" of the film score by Vangelis?"! Licence, what licence?

Anyway what you get once

the game has loaded is a *Ghostsbusters*-style game. The basic idea is to knock down replicoids in your hover-car and terminate them.

Like *Ghostsbusters* you get a plan view of the city to move your bounty hunter's cast around on — except this has more than one screen area to move around on. You also see a large scale "map" for the rest of the city which indicates just where the replicoids are hiding out.

You must use the large scale

map to move to the sector inhabited by a droid — represented by a fleshing square — make contact with it. Then it's onto the scrolling chase screen.

You crest hills and a large white figure gets out. That's your bounty hunter. He has to chase along the city streets packed with awkward pedestrians to gun down the droid. Running into pedestrians and killing them is a curse "pedestricide" would you believe? You'll be penalised for committing it. You have to dodge the crowds — but don't stay in the road too long otherwise you'll get run down by a speeding CBI!

The graphics are pretty crude. Although the white running figures in the street section of the game are quite effective. The backgrounds in this part of the game are not too.

Not a great follow up to the epic *Temple of the End* — waste of a good idea.

Maybe *Blade Runner* would work as a budget product — but at nearly £9 you can spend it wisely elsewhere.

• Graphics

6

• Sound

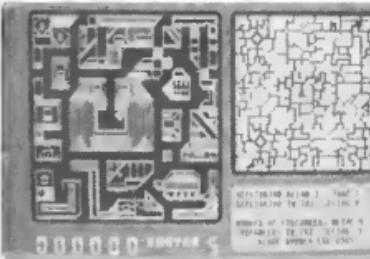
5

• Value

5

• Playability

6



SCALEXTRIC

• Machine: C64/64
• Supplier: Leisure Games
• Price: £9.95

I used to love playing with my Scalextric set. If it's the nearest I've ever come to a real motor racing. Building a track took half the fun, racing the cars the other half. But all that plastic track and little buildings took up most of room... and the dog was always crashing across the circuit at crucial moments.

Now, thanks to Leisure Games, this problem is solved. They've crammed all the bits of track and a couple of cars into the C64, with Spectrum and Amstrad versions to follow.

The pits stop but with a track building option like Amsoft's Racing Destruction Set but no race addicts who like building their own tracks. Better than Racing Destruction Set but not quite Pitstop II which, in our humble opinion still holds Pole Position.

When you're racing you get a split screen display as in Pitstop II. You can race against computer or a friend. There are 17 set tracks based on the Grand Prix circuits of the world. These have varying difficulty levels.

You get a "construction window" while at the top of the screen you see icons representing different bits of track available to you.

These include different straight, corners and chicanes. Different bits of track have different characteristics when you actually race them.

split screen race game. One for race addicts who like building their own tracks. Better than Racing Destruction Set but not quite Pitstop II which, in our humble opinion still holds Pole Position.

- Graphics
- Sound
- Value
- Playability

SABRE WOLF

- Machine: C64/64
- Supplier: Ultimsoft/Firebird
- Price: £9.95

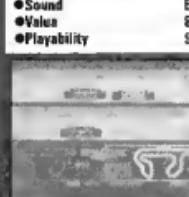
If we waited a long time for Underworld to make it onto the Commodore, then it's been an equally waiting for the excellent Sabre Wolf. Again it's worth it.

The Ultimsoft format is very familiar by now and does not detract from the game at all. And time doesn't dull the surprise at the quality of the graphics and the immense size of the game.

The idea, once again, is to escape from the seemingly neverending jungle. On the way you must collect the four pieces of an amulet scattered throughout the game. As the pieces are collected more and more hidden treasures appear making life more than a little dangerous.

A map is essential if you are to conquer the game, otherwise you'll become hopelessly lost.

Sabre Wolf is a classic game. Buy it, Enjoy it, and tell your friends.



It's a good game, though it's a bit of a let-down compared to the original games. It's a bit slow and lacks some of the excitement of the original. It's a good game, though it's a bit of a let-down compared to the original games. It's a bit slow and lacks some of the excitement of the original.

The jet which swoops overhead to down the dangerous electro-columns is a brilliant touch. And the sound makes as it blasts overheard as brilliant. Listen for it as you play.

Elektra Glide is superbly presented and looks extremely lavish. We rate it as the second best Alan game released this year. Fast? Drop Zone of Doom?

- Graphics
- Sound
- Value
- Playability

ELEKTRA GLIDE

• Machine: Amstrad CPC 64/64
• Supplier: English Software
• Price: £8.95 (cassette) £12.95 (disc)

It's sped and super sonic so you want to race a game then look no further. *Elektra Glide* just be the lastest game on the scene. At least now and English Software promise the same speed as the 64 version soon in a release.

Elektra is a driving game without overtaking or pit stops. It's more in the *Mad Max* mould. A deathrace race against time and hazards - like spinning cubes and bouncing balls which look like refugees from *The Bumper*. And there's a jet which drops electro-cables columns to block the road ahead of you. Speeding can just add to the risks involved.

There's an 80 second time limit on each sector too.

All this adds up to a fast and good looking game - one that you need to play in a dark room with your TV's volume turned up full. The sound effects and music have to be heard to be believed.

You get a driver's eye view of the road ahead, which disappears into the misty distance with some nicely drawn mountains on the horizon. There are five different zones to race across selectable from an options screen at the start of the game. These are Scotland, England, Wales, USA and Australia. Each zone has different landscapes graphics.

The scrolling is extremely fast and super smooth, reaching the climax of the race.

It's a good game, though it's a bit of a let-down compared to the original games. It's a bit slow and lacks some of the excitement of the original.

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- Graphics
- Sound
- Value
- Playability

UNDERWORLD

• Machine: C64/64
• Supplier: Ultimsoft/Firebird
• Price: £9.95

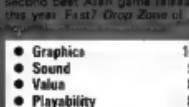
When C+VG reviewed the Spectrum version of this Ultimsoft classic we noted that it had been a long time coming but was well worth waiting for. That review appeared in the January 1985 issue. One year on and the Commodore version has appeared. Was it worth the wait this time? The answer is yes.

Underworld is well up to the standard expected of an Ultimsoft game.

The look and the layout of the game is very similar to the Spectrum version. Your score is shown at the top of each screen together with how deep you are in the Underworld.

The idea of the game is to escape from the Underworld by climbing through various levels, using the objects scattered around the many acrooms and avoid the multitude of dangers.

Underworld is excellent fun and great value. Firebird has done a good job with the conversion.



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- Graphics
- Sound
- Value
- Playability

- Graphics
- Sound
- Value
- Playability

REVS

• Machine: C64/128
• Supplier: Firebird
• Price: £14.95 (cassette) £17.95 (disc)

Acornsoft were certainly in top gear when they produced *Revs* for the BBC Micro, which is probably the most realistic racing simulation available on any home machine.

Now Commodore 64 owners can also experience the thrill of the race and get the adrenalin running as they speed for position in the conversion by Firebird.

Revs gives you the chance to drive a Formula 3 machine at breakneck speed around Silverstone. Starting in practice with the usual settings sorted

out, the first thing you need to test or skill is to manoeuvre through the chicane - your first taste of racing.

This isn't as easy as it may sound, but don't despair. All it takes is practice, and you'll soon be racing through this section in fourth gear, pushing maximum speed into the home straight.

Though not truly 3D, the car graphics are excellent, changing size and detail with distance, and you'll see the other drivers,

each with their own distinct characteristics, jockeying position in your rear view mirror.

Revs is in a completely different league to most race games. Don't expect to man a the joystick and attain a new record on the first outing.

It's a good game, though it's a bit of a let-down compared to the original games. It's a bit slow and lacks some of the excitement of the original.

Revs is in a completely different league to most race games. Don't expect to man a the joystick and attain a new record on the first outing.

- Graphics
- Sound
- Value
- Playability

- Graphics
- Sound
- Value
- Playability

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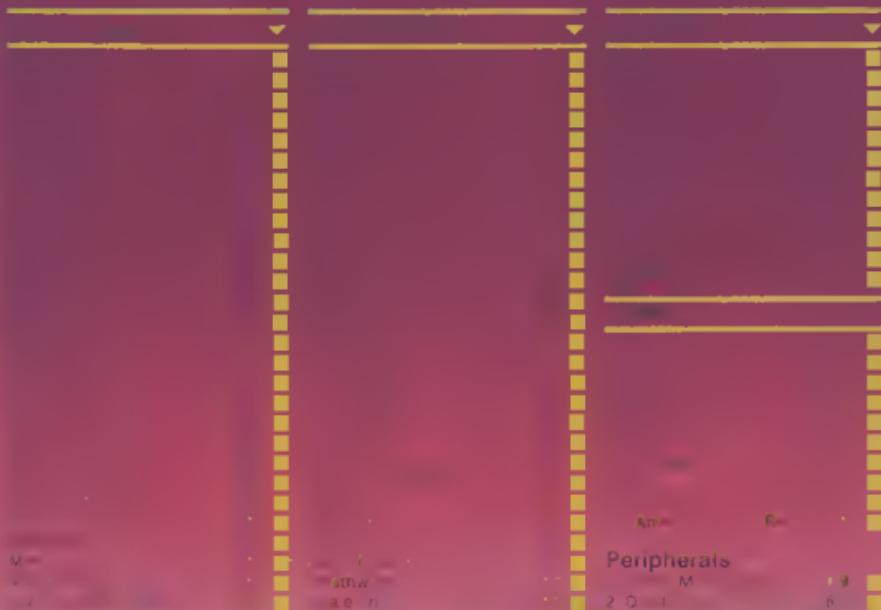
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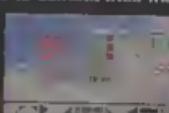
CBM64/128

The cunning Desert Fox, the wily Rommel, is on the rampage, sweeping across the desert sands, laying low the allied forces and swarming through allied territory. It is on your shoulders Lone Wolf, to halt the progress of this awesome foe and rescue the North Africa campaign from his grasp. Step forward with the courage of a fearless leader in face to

face conflict with his ground and air attacks. Be as wise and as cautious as the most battle hardened general in planning your strategy and calculating your tactics to rescue your supply depots. In short Lone Wolf, if you fall in your destiny as the complete warrior, the final conflict - a head to head tank duel with the mighty Desert Fox himself - will be your last.

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Map: Be a wise to your map strategy, prevent losses deposits to disorder from enemy forces, only your skill can lead to a great winning effect.

Armada: The mighty armada is limited with enemy forces, but no matter much the might, make your assault. Good luck and happy gaming.

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ROLLER COASTER

- Machine: Spectrum/Amstrad/CBM 64
- Supplier: Elite
- Price: £6.95 (Spec) £7.95 (CBM 64) £8.95 (Amstrad)

Holl up, roll up! Take your places please for a fun packed journey around a theme park. Ride the weird ghost train, speed down the water chute in a hollowed out log, brave the dangers of the big wheel — and finally try out the stomach churning Roller Coaster itself.

Now, here's a new twist on the platform format. All the rides work as they would in real life.

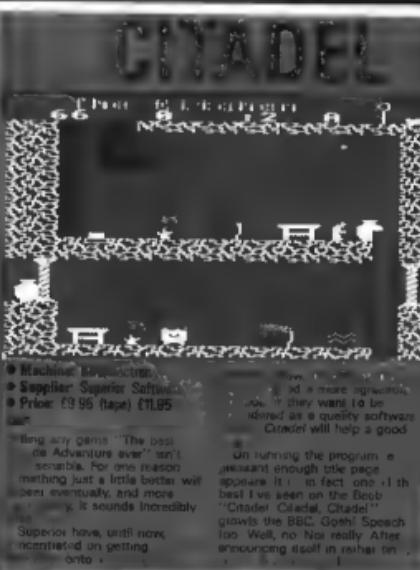
The object of the game is to explore the fairground and discover bags of gold which are dotted around on the many rides. You may have to risk life and limb to get them.

You begin the game with five lives — you lose a life if you fall off something, get hit by something or simply run out of "lifeforce".

The graphics are extremely colourful — similar to *Mowdy* and *JSW* but with extra added pizzazz. Sixty screens worth of craziness to be exact.

Ride the Roller Coaster just once and you won't want to get off for a long, long time.

• Graphics	9
• Sound	7
• Value	9
• Playability	9



- Machine: Commodore 64
- Supplier: Superior Software
- Price: £9.95 (tape) £11.95

Ring any bells? "The best computer adventure ever" isn't scurrilous. For one reason, nothing just a little better will beat it every day, and more importantly, it sounds incredible.

Superior have, until now, concentrated on getting onto

the market with a more approachable game. If they want to be considered as a quality software developer, Citadel will be good.

On running the program a pleasant enough title page appears. It is, in fact, one I'd best I've seen on the BBC. "Citadel Citadel Citadel" growls the BBC Gophy Speech Processor. Well, no. Not really. After announcing itself in rather tinny

tones, it goes straight into the action. You must go to an alien planet, grab a signature, get back to teleport, and smash it all, thus avoiding the alien invasion on a mission to save the world. Simple, eh?

Game play is fast and exciting with trampolines, rope ladders, platforms and elevators to walk over. Death manifests in the form of monkeys, rats, cannibals, thorns, square things, big fishing nets, spotted things on the ground, legs and a few bridges.

Superior have backed the game with another addition. The first person to win the game gets a cool greenbanks and a plaque, three crowns have been awarded in hard-to-reach areas.

The first person to tell me where two of the three crowns can be found I'll be

Citadel has so many and diverse extensive exploration without having to complete a sticky problem to reach the next screen. It presents good value for money, even if you don't win

• Graphics	8
• Sound	8
• Value	7
• Playability	8

THE LAST V8



- Machine: CBM 64
- Supplier: Mastertronic
- Price: £2.95

Great sound — shame about the game! This release in Mastertronic's new M.A.D. range features some absolutely superb sound from ace composer Rob Hirshbaud and some pretty graphics from programmer Dave Darling. But game doesn't match up to the frills.

The basic theme of the game

is this: The year is 2008, the world has suffered a global nuclear war and a global nuclear winter. You survived both as you were working on a secret project deep within a bunker — that special project was *The Last V8*. This is a real super-car, shielded from radiation, computerised and powerful. And you are going to use it to attempt to contact the remnants of mankind left on earth after the holocaust. But there is still danger on the surface.

Unexploded nuclear warheads which detonate at random times. Fortunately you can warn yourself of an imminent blast and you must dash for safety inside a shielded bunker before it goes off. You have to dash from shelter to shelter in a bid to discover the survivors.

You V8 is difficult to control. You'll find yourself skidding off the road and into the landscape at every available opportunity when you fast load the game. Practice might just make you a better driver — though you wish to persevere with the game.

The roads you must travel twist and turn with alarming regularity — but there are some short cuts — across the nicely drawn landscape.

The voice-activated feature at the start of each game is simply annoying after a couple of listens! And you can't turn it off.

V8 is a nicely presented program — but without much substance.

• Graphics	3
• Sound	9
• Value	3
• Playability	5

• Graphics	8
• Sound	8
• Value	7
• Playability	8

I'm the ultimate megaminter? Something here. The latest version is an arcade adventure, it's an out and ou' sort 'em up.

A bit different from their style, Ultimate has sprung a surprise on their pub in *Ultimate*.

If people played this in seven hours just to cover off that sort of blasting, your why would they play it? It's an land-based Defender-like. But surprisingly, they seem to be it.

The game is packaged in the *Ultimate* style, leading to believe that it's a regular game, but it isn't. It's described in some mysterious terms. The Zone Pharaoh is having a tough time, and the lands are dry, so peasants are robbing him. He's got his wife, who's trying to stop a local thief from my country and the last man standing with my wife.

► CONTINUED FROM PAGE 24

GEOFF CAPES STRONGMAN

- Machine: Amstrad
- Supplier: Martech
- Price: £8.95

What are you — men or mouse? That's the opening challenge from Martech. Well, next to Geoff Capes that's not a bad thing to answer.

Anyways, tough, rough lot at C+VG, ready to rise to any challenge.

Geoff Capes Strongman is a simulation game with an added dimension. Instead of just undertaking the various tasks, you also have to train for them.

Poor old Geoff's body has been split into eight bits, represented by "muscle icons". Only his head is missing. Is that significant, we wonder? Brown without brain?

Each muscle contains a gauge to show how full it is and how much energy is available. Different events require different muscles so while training for the six events you must prepare the right muscles.

If during any of the events the energy gauge hit zero, Geoff collapses.

The six events Geoff must compete in to win the Strongman title are the truck pull, log chop, barrel loading, car roll, flagstone bell and sumo wrestling.

Between each event there is a short rest period which you can re-distribute remaining muscle energy.

Geoff Capes Strongman is a good simulation, lifted above many of its rivals by the need

to actually think about the strategy behind the play. Good fun.

The game is also available on Spectrum, C64, BBC B, Electron, MSX and Atari.

- Graphics
- Sound
- Value
- Playability

- Machine: CBM 64
- Supplier: Cascade Games
- Price: £9.95

There are flight simulations and there are flight simulators. And then there's Ace.

Digital Integration's *Fighter Ace* has been widely acknowledged as the best of the bunch but that accolade must now go to Ace.

Not that there is anything stunningly new about the game; it's just incredibly well presented.

There is a wide choice of battle conditions. Combat can take place during the day or night, winter or summer.

Using a map to locate the enemy, you can chase and engage them on land, in the air or at sea.

The screen layout is fairly clear and easy to understand. The top half is taken up with the view from the cockpit, the bottom half with instruments.

Congratulations to Cascade on a good game.

- Graphics
- Sound
- Value
- Playability

B
B
B
B



IMHOTEP

- Graph
- Sound
- Value
- Playability



- Machine: CBM 64
- Supplier: Rhino
- Price: £9.95

arcade game style backgrounds. Some sectors have a linear backdrop, others a *Paradroid* style cityscape. Defence ships come in many different forms and are all extremely deadly.

Some craft, like the Big Mothers you'll find on level three, need to be hit several times before they disintegrate. The Control Ship at the end of each game has to be blasted by energy bombs — five in all — before it can be destroyed.

The energy bombs are carried by special craft which you have to blast to release the bomb capsule. Chase the capsule to pick up the bomb.

The ship features inertial control — which means you have to be nifty to fly it and win. It has twin laser cannon which make blasting a bit easier and a central bomb chute to launch those energy bombs.

Z comes from Chris Butler, the programmer who brought you *Hypersircuit* which became something of a cult game and for which he should do just the same. It's fast, furious and lots of fun.

Don't miss this extremely attractive, truly addictive zap-to-kill extravaganza.

- Graphics
- Sound
- Value
- Playability

B
B
B
B

There's always room for another good shoot 'em up and *Z* — is just that.

The idea of the game is pretty simple. Blast all the aliens, capture energy bombs, zap force barriers surrounding the Transporter Units until you've got a big enough hole to guide your ship through and warp to the next sector where it all begins again.

The game takes place on a planet with a computer controlled defence system. The system has malfunctioned and now the computer can't tell the difference between friend or foe — so it attacks everyone!

Only a starfighter can experience as *Z* — that's you — can destroy the system before things really get out of control.

The game features multi-directional warp around scrolling screens with some stylish

● CONTINUES ON PAGE 32 ▶

ENDURANCE RACING

Machine: Spectrum

Supplier: CRL

Price: £7.95

From the programmers who brought you CRL's popular Formula One team manager simulation comes Endurance Racing, which does the same thing for long-distance motorcycle racing.

You have to look after a team of teams of racing bikes out to win the World Endurance Racing Championship. You control the preparation of the team: the selection of riders, the tuning of the machines — and must also oversee the pit work for the team during these all important championship races.

Endurance motorcycle racing is a team effort. Success depends as much on the maintenance of the bikes during racing as it does on racing ability of riders.

A crash may not be terminal, if your rider can ride or pull the bike back to the pits, repairs can be carried out and lost time made up.

Authentic team names and riders are already stored in the computer but these can be changed. You can customise your own team, selecting your

team name, bike type, colour, numbers and rider names.

Each bike must be prepared for the race. The engine or chassis characteristics are adjustable and you must make your own decisions in line with the level of play. A bar-graph will increase showing an increase of power, m.p.g., etc.

Throughout the race the final six bikes are displayed on the screen and the order of the first sixteen bikes are shown from left to right in front of the grandstand.

The team name of the leader and distance he had covered are also displayed. If your bike numbers turn red it shows that something is wrong.

During the race, instruction can be given to your riders by pressing the select key and entering the bike number. All riders start off riding normally but they can be instructed to take things easy, if protecting a good lead or ride as fast as possible.

- Graphics
- Sound
- Value
- Playability

● Machine: Spectrum

● Supplier: Insight

● Price: £7.95

Hang on a minute! Everything's moving too fast! Just let me catch my breath a second and I might be able to write this review.

This is the second game we've seen which is based around racing from that terrific Disney movie Zizzle.

You and your Spectrum have been transported to a maze-like complex where lurks the deadly ROM Robot. You must find your way around the matrix, zapping tanks and randomisers — those awesome two-legged space-creatures featured in the Tron movie — in order to find your way to the Central Complex and the ROM Robot.

The many corridors of the complex will have you baffled unless you call up the map which overlays the main playing screen. So if you're REALLY determined you can leave the map up and see what's going on outside. Not really advisable for beginners however as you'll find the game SO fast that you're going to need your wits about you!

At first you'll find yourself bouncing off the walls and attempting to make fast turns. Practice makes perfect — but



then you'll have to work out how to take out the tanks and Randomisers.

Fortunately the leading sequence includes scrolling instructions — the bad news is that you can't call up these instructions during play.

The sound — especially the opening theme — is great.

The graphics are a mixture of vector and solids. The tanks and randomisers are drawn as solid looking craft.

The best way to take out the Randomisers is by blasting one of their legs off causing them to spin and smash into the sides of the maze.

● Graphics	7
● Sound	8
● Value	6
● Playability	6

SURF CHAMP

Machine: Spectrum

Supplier: New Concepts

Price: £11.95

Inch software house New Concepts are out to make waves with Surf Champ and its revolutionary surfboard-shaped keyboard overlay.

By applying pressure to the surfboard, which sits on the Spectrum's G key, real-life surfing moves can be performed. New Concepts say this is the ultimate sports simulation.

Before being able to ride the

waves, the player must make a number of decisions. Surfing gear must be selected and this depends on age, sex and weight. Board length and weight must also be selected.

Once these selections have been made, it's time to head out to the waves. The screen then changes to a view of the sea from the beach. The surfer must paddle out into the sea, ducking and dipping under the waves to a chosen point.

Once the best wave has been selected, the player hits a key and the screen changes to a close

up view of the surfer on the wave.

Using the miniature surfboard is very frustrating to begin with, but with practice it becomes easier.

Graphically the game is a little crude, but if you fancy a unique challenge then you'll get a square deal surf from Surf Champ.

- Graphics
- Sound
- Value
- Playability

VIDEO DARTS

Machine: CBM 64

Supplier: Zon Systems

Price: £7.95

Video Darts is about as exciting as a stale pint of beer with a nibbled cigarette floating in it. It has absolutely nothing to recommend it at all. A sad thing to say, but true.

The game of darts itself — played either against the computer or another player — is spectacularly unexciting. Consistent scores of 180 are easily obtained therefore removing the slightest challenge from the game.

The graphics, considering the superior animation now available on other Commodore games, are extraordinarily crude — a standard really matched by the packaging.

The music, a grating rendition of Roll On The Barrel, But the real killer is the price £7.95 Can Zon be serious?

● Graphics	3
● Sound	3
● Value	3
● Playability	3

► CONTINUED FROM PAGE 31

● CONTINUES ON PAGE 35 ►

ATARI 1050 DISK DRIVE

WITH FREE SOFTWARE

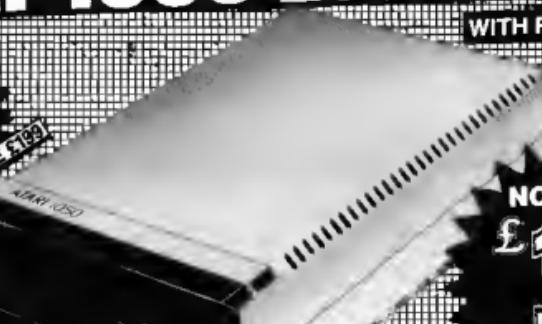
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NEWS FOR ATARI 8-BIT COMPUTER OWNERS

Silica Shop, the UK leading Atari specialists, based in Sidcup, Kent have announced a massive drop in the price of the Atari 1050 Disk Drive. The 1050 is designed for all 8-bit Atari computers and allows you to store up to a massive 102,400 sectors of data on a single disk. This 1050 comes with DOS 2.5 and can also be used with various versions of Operating Systems. It can also be used with the full range of Atari Games and Third Party software for Atari 8-bit computers. The addition of a disk drive is a great enhancement to any computer system, offering access to storage facilities and cutting down turnaround time to seconds instead of the minutes taken.

SUPERB TECHNICAL SPECIFICATIONS

The 1050 is in dual density disk form, allowing the amount of information that can be stored on it to be determined by the density of a particular disk format. This consists of two bytes per sector, the number of sectors per track and the number of tracks per disk. Density formats give eighteen 128 byte sectors on each of 40 tracks, thus giving a total capacity of 18.6Kbytes per disk. There are also three 144 byte densities and are capable of holding 256 bytes on each sector. This gives a total capacity of 21.1Kbytes per disk. The 1050 is compatible with DOS 2.5 and DOS 3.0. It is also capable of reading disk formats in either single or dual density and can run under most Atari operating systems and most software packages. However, if you run a 400Kbyte program, you will need to already have at least 320Kbytes of memory in your computer to run it. We have a 1050 ready prepared and ready to go. It has a Disk Busy indicator and it has switches switching them from enable to disable easily.

Order the Owner's Manual, inc. DOS 2.5 Master Disk, Parameter, Manual, User Guide and Master Adapter. The 1050 comes with everything you need to plug it in and use it immediately.

FREE SOFTWARE

The new price for the 1050 disk Drive is not the only good news for Atari Owners. The Disk Drive now comes with the latest version of the software. The first of three is DOS 2.5 Disk Manager. This is a new adventure game in which you play the leading role. On the reverse side of this disk is demonstration software for the Atari 8-bit computer and graphics. Also included is Home Filing Manager which will help you organise your files. It allows you to catalogue and file details of books, papers, your stamp collection and more. The one which would most interest you is the Ring Card software which comes free with the Disk Drive. It costs a normal retail price of £34.98 and is as follows:

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FRIDAY THE 13TH

• Machine: CBM 64, Spectrum, Amstrad

• Supplier: Domark

• Price: £8.95

We're not trying to shock, suggests Domark at suggestions - I bid taste surrounding the advertising of *Friday the 13th*. Really? Then advert, featuring an ice hockey mask in a pool of blood with a knife thrust through the eye socket, certainly works on both counts.

EMAP, publishers of C+VG, originally had doubts whether to publish the ad. Menzies, the newsagent chain, even insisted the cover art work be changed before it would be displayed. Of course, Domark, while appearing suitably shocked, love the fuss. It's great publicity. A game based on the exploits of a psychopathic killer who hacked, sliced and stabbed himself to gain notoriety, is bound to attract the odd criticism. And they know it.

But what has this got to do with the game? Not a lot, actually. The packaging and publicity

may be sickeningly bloody and gory, but the game isn't.

Blood-curdling screams — at least on the Commodore version — are as bad as it gets.

Jason — such a nice name for such a fiendish killer — is wreaking havoc at Crystal Lake holiday camp where you have arrived on holiday.

He appears to be just one of the normal holidaymakers at the camp, until he attacks you! The others with you have to find a safe sanctuary where Jason cannot go and then persuade the other holidaymakers to join you or kill him.

Weapons are scattered throughout the game which you can use in a bid to destroy Jason.

Most of the screen is taken up with a 3D scrolling view of the holiday camp, covering rooms, walls, fences etc.

Your panic rating — and Jason always attacks the person with the highest rating — is shown by a thought of him on the character's head at the bottom-left-hand corner of the



screen. Strength is indicated by a dumbbell.

The other characters at the camp are shown in the bottom right corner. If Jason or you kill one of them they are replaced by a tombstone.

The mask shows how close you are to going mad and, therefore, the amount of time you have left before the game is over.

The graphics on *Friday the 13th* are surprisingly crude and chunky on the Commodore version. The character you control also makes a noise like a machine gun when he walks. Quite weird, we can't work out,

Friday the 13th is a computer "nasty" and contains no more violence than most other computer games. If that disappoints you, Domark have thoughtfully provided two foaming blood capsules for you to chew and spit blood at the computer.

Such are the marketing skills of the Domark team that *Friday the 13th* will be successful.

• Graphics	6
• Sound	8
• Value	7
• Playability	7

THINK!

• Machine: Spectrum
• Supplier: Amolasoft
• Price: £7.95

Think! I thought. I moved. I lost. But was I disappointed? Not one jot.

Amolasoft, mainly known for their imports of American software, has come up with a gem of a game with *Think!* And it's British, designed by the Brain at Tigris Marketing.

Think! contains what all too rarely found quality: a new and original idea cleverly executed.

Basically, it's a board game on computer, easy to learn, difficult to master. All you have to do is get four of your counters in a row on a six by six grid. You play against a friend or the computer, making alternate moves. The winning lines can be vertical, horizontal or diagonal.

The counters can only be moved onto the grid from the bottom or right edge of the board. When a new counter is introduced into the grid

everything in that row or column is moved along — including the spaces. Get the idea?

One clever — or failsafe move — can change the whole complexion of the game. A seemingly certain victory can become defeat.

There are seven levels of difficulty, hint facilities, different speed games and set problems to solve.

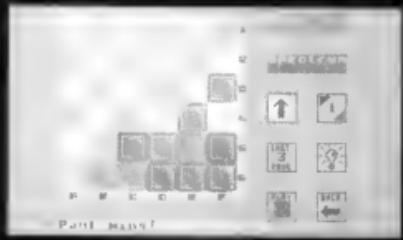
Think! is instantly playable,

BLITZ GAME

brilliantly simple and lastingly addictive. We think it's a winner.

The scores for graphics and sound are not really relevant as they are not vital to the game.

• Graphics	8
• Sound	8
• Value	10
• Playability	10



AXIS ASSASSIN

• Machine: CBM 64/Atari
• Supplier: Ariolasoft
• Price: £7.95 cassette/£9.95 disk on CBM/£9.95 Atari Disk

At first sight *Ax Assassin* is an interesting game but somehow it never quite satisfies its promise.

The battle against the Master Archnid and his mind-logged hordes simply over a grid of 20 grids and five zones. All you have to do is defend yourself against these Axis Assassins, armed with unlimited fire power and pulse bombs.

The game starts as spiders spin webs across the grids. Then the Master Archnid releases his army of hunters, drones, spores and exterminators.

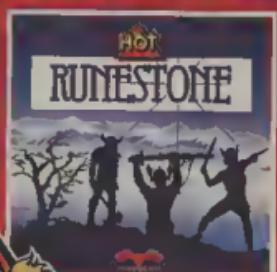
Your Axis Assassin can move up, down and across the grid, trying to destroy everything before they get you.

Summing up, there's nothing really wrong with *Ax Assassin* but there's no real reason why anybody should make time to play it.

• Graphics	7
• Sound	7
• Value	7
• Playability	6

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GYROSCOPE COMPETITION

Okay, so you think you're good. Quik's thinking: fair seasons, a master of joy stick, a master of the joystick, a master of the perfect computer game, perfect. Well we're giving you a test. We've got 10 copies of Gyrscope to give away. Those skills as prizes in another great House up for competition. We'll give you a look at spin. Gyrscope — it looks like a wheel mounted to that it's able to rotate. When spinning and left, it's able to rotate in space independently of its direction. In the game you control the gyroscopic axis, providing aliens, magnets and the game data. In demanding, we think, requiring the game play here's how you can win the game. And the BSC B and the word square below. Your answers to C

— is a
will maintain its
tion to the earth So
down five different courses,
narrow ledges and avoiding pits. Difficult
the Cycloope.
one, which is available for the Commodore. Spectrum.
now are the names of five Melbourne House games. Find them
— VG.



A crossword puzzle grid for "C+ VG MELBOURNE HOUSE GYROSCOPE COMPETITION". The grid contains various names and abbreviations. A key at the bottom left lists the names and their corresponding grid squares.

L	A	B	D	I	R	C	A	D	V	U	T	S	E	L	M
I	G	Y	R	O	C	S	C	O	P	F	B	K	M	N	
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date us the 16th February and the editor's decision

— the legend was unapologetically grandiose of the Ancients, but every scavenger and get-rich-quick project in the Cosmos, this failed place of technological transmogrification would offer the key to power, and which bountiful dreams of material.

And now these dreams are about to become a reality for you. Whether it's through the many exciting opportunities in a turbulent job market, or

discover the Spaniard. Its treasures are for the taking...if you dare! *Horizon Edge* is the latest action strategy game from Activision, following hot on the heels of *Rescue on Fractalus* and *Baldur's Gate*. And thanks to Activision, C+VG has got 30 copies of the Commodore 64 game for you.

All you have to do is answer the following questions and then send the answers, together with the coupon printed below, to C.R.D.

Koronis Rift is created by designers who work at Lucasfilm Games. And the man at the top is George Lucas, creator of the Star Wars film adventures. The questions are all about the films of George Lucas.

1) Name the two other films in the Star Wars trilogy _____

2) The evil Darth Vader was played by an actor who also plays the road safety hero, the Green Cross Man. What is his name? _____

3) George Lucas and a Hollywood director combined their talents to produce a largely successful action adventure film starring Harrison Ford. What was the film called?

C+NG/ACTIVISION KOBONIS MFT COMPETITION

Name _____ Address _____

Send your answers to C+VG, Konica Ritz Competition, Prior Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is the 16th February and the editor's decision is final.

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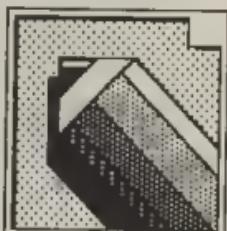
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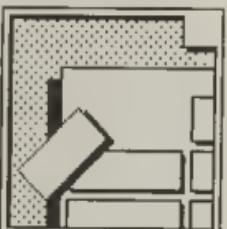
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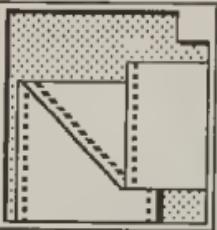
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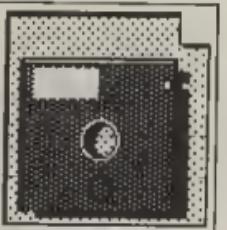
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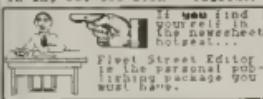
Issue No. 1

January 1986

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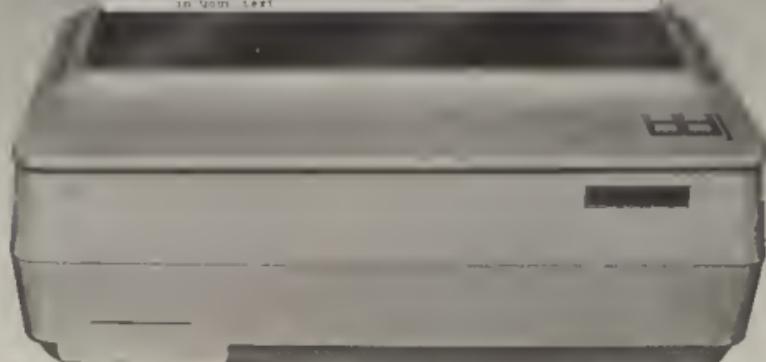


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There are three categories. You can enter a school magazine, your club or user group magazine — or if you're an individual who produces an independent magazine you can enter that too.

All you have to do is send us an issue or issues of your magazine before the closing date of the competition —



Drunks in drag hijack a bus

which is April 19th 1986. We'll give you updates on the progress of the contest from time to time before we announce the winners later in the New Year.

So if you want to be the proud holder of the C+VG Fanzine of the Year title get cracking on your next issue today. If you've never had a go at producing your own mag — then why not start now?

Your entries will be judged by the editor and designer of C+VG, and representatives of Microsoft and the Daily Mirror newspapers. Don't forget to fix the coupon to your entry!

*Subject to availability

C+VG/MICROSOFT FLEET STREET EDITOR COMPETITION

Name.....

Address.....

WORLD EXCLUSIVE



VICAR EATS TART

Father Desmond O'Herrilhy — age 56 — of Nether Wallap was admitted to casualty last evening after surviving a horrifying ordeal at the village fete.

The incident occurred after the judging of the 'Christmas Edibles' entree. Father O'Herrilhy awarded first prize to Edith Crunch and proceeded to consume the entire 12inch diameter pie.

"I didn't think anyone would mind," the stunned vicar was

heard to groan as he was whisked away from the furious crowd.

Mrs Crunch, a widow of 73, said the pie was unique and she was heartbroken by the "butcherous act". Edith is still fuming and has been seen working out in the primary school gym.

Father O'Herrilhy has taken to carrying a can of MACE under his vestment, and says he won't go out after dark fearing the consequences.

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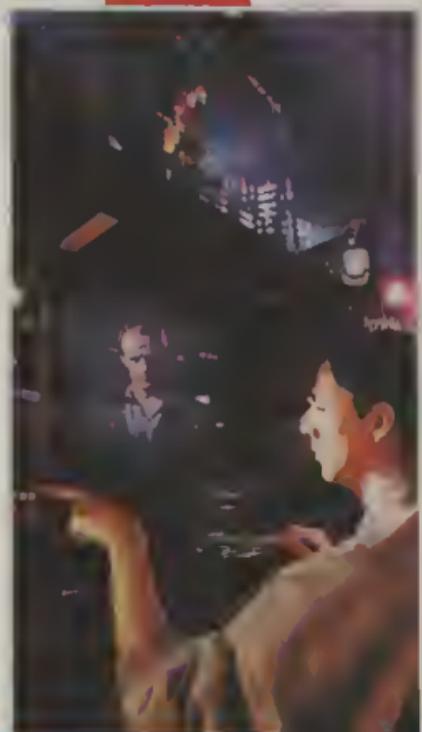
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PERILS OF PLASTIC MAX



Question: Who once won first place in a Bonny Micro Chip contest before becoming a huge TV cult? Max Headroom, that's who. Now he's about to take on the computer world with his own game. C+VG's Paul Boughton investigates.

Max Headroom, the man with the vinyl complexion, a smile as dazzling as a searchlight, a cute stutter to humanise his computer-generated plastic perfection, is back.

Yes, the cult here from twenty minutes into the future will be on Channel 4 within the next few weeks presenting a new series of pop videos linked by his machine-guy chatter, corny jokes, wit and wisdom.

And not only that. The man who is proud to be a CAD — computer-aided design, that is — is the hero of a new computer game from Quicksilver due for release any day now. And if successful it could be the first of a series of games based on Max.

The game is loosely based on the film which launched Max on an unsuspecting nation last April.

The setting of both the game and film is a world where the only growth industry is television and ratings are the only things that matter.

Network 23, run by a man named Grossman, is the top rated station, thanks to the brilliant but evil invention of Blipverts, compressed TV commercials which happen so fast they are

over and lodged in the viewer's mind before they realise what has happened.

The Blipverts have a nasty side-effect for the viewer — they make the body self-destruct.

Investigative reporter Edison Carter, who works for Network 23, takes on his own bosses in an effort to expose this scandal. But an unfortunate "accident" happens to Carter. Bryce Lynch, who created the Blipverts, takes Carter's brain patterns and with the aid of a computer creates Max Headroom.

A pirate TV station, Bigtime Television, running endless 1980s pop videos, is badly in need of a ratings boost. And when Max Headroom is brought to them by Breughel and Makler, a couple of heavies, they realise his potential as a TV star.

With Max Headroom fronting the videos, Bigtime's ratings soar much to the anger of Network 23. Everybody's out to get Max. And he's not happy about it . . .

Quicksilver's game — which will be available on the Spectrum Commodore 64 and Amstrad — differs from the film in making Edison Carter and Max different people.

Edison Carter is attempting to rescue Max Headroom from the Network TV building at night.

The Max personality generator is situated on the 230th floor of the building in the computer lab. In order to reach that floor, Edison has to have an access code for the lift. Only the president of the network and the computer geniuses that created Max have that and neither are going to help.

There are also security guards to contend with and two assassins who are hunting Edison.

The player takes the role of the MaxHunter, a computer program written by Carter's girl

friend, and "injected" into the computers which control Network 23's offices.

MaxHunter must take control of various systems in the building at different times and give Edison directions to get to the directors' offices which lie on the top ten floors and eventually the president's suite at the very top.

To win the game you must get to the top levels, find the various codes, access the computer lab and free Max. Max must then be taken to the ground floor and out of the building before six o'clock in the morning when the staff return.

The team given the task of

bringing Max to the computer is Manchester-based Binary Designs.

Andy Bleek, Binary's managing director, says: "The majority of the game will be played on the top ten executive floors. There are various games at various levels. Because you're not the only computer in the building, you have to fight for control of the lifts and doors."

The game, he says, will be arcade adventure and strategy. Quick reactions are also important in several parts of the game play.

As a bonus for completing the game, you get to see Max and hear him speak.

Says Andy: "We would like

the original scriptwriters to write some jokes, we'll digitise and put it on the cassette — although it's difficult to get something that's produced on a machine that's worth millions on one that's worth a hundred pounds."

And a final word from Max himself. "A lot of people see me as something very special and I'm humble enough to accept other people's opinions — they're right. I was brought onto the networks to give them a little more peazz, fizz, razzamatazz, and other words with lots of Zs in them.

It's hard to be perfect but I try."

As Max mania spreads, a whole series of spin-offs from the series is about to appear:

And so you don't miss out on all the fun C+TG and Quicksilva have grabbed a few of the goodies as prizes in our great Max Headroom competition.

The first 25 winners will receive a video of the film which launched Max last year and was re-screened at Christmas.

The next 25 lucky winners will get copies of a new book, Max Headroom's Guide to Life.

And to stand a chance of winning just answer the simple questions below and send the answers together with the editor's coupon printed below to Max



Headroom Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1B 3AU. The closing date is 16th February and the editor's decision is final.

3) Name the creator of the Blipverts?

Max Headroom's sense of humour is well known if you've watched the TV series. Write what you think would be a great joke for Max to tell

C+TG QUICKSILVA MAX HEADROOM COMPETITION

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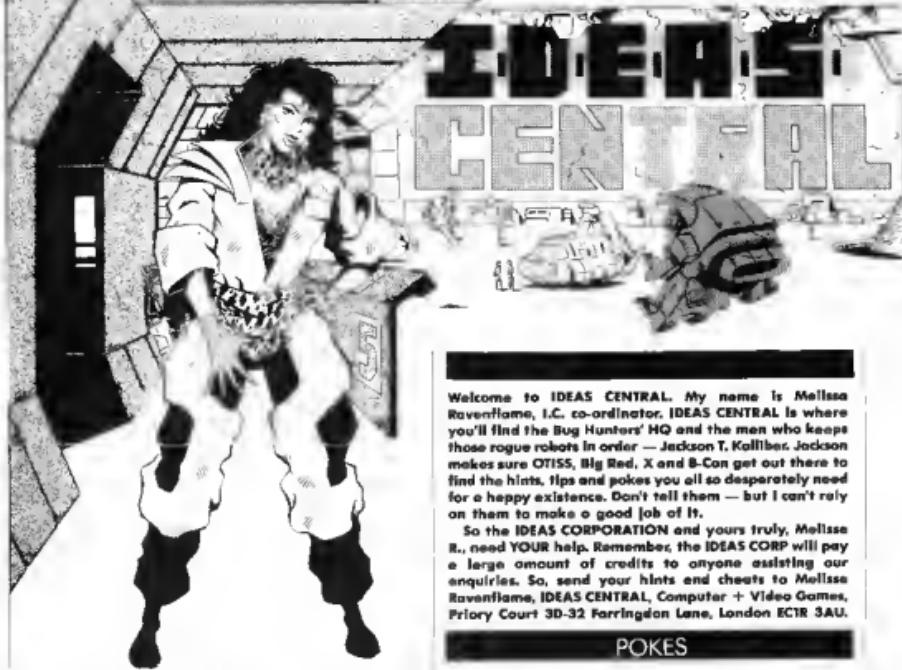
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TIR NA NOG

To make Cuchulainn invisible go to Lon Looth and get the objects behind the locked doors and goblet. Then go to the stone tablet and drop the objects.

The stone tablet will read W N E N E Z Follow these direction and drop the spade

You will receive hold a torch the other hall being in the ice cave. When you put them together you will become Invisible. Thanks to Andrew Watts of Northampton.

SKYFOX

A regular to these pages is Kenneth Henry and this time it is with hints on **SkyFox**.

Always pay attention to your scanner! One good tip is too thrust into a clear sector using the afterburners and call up the computer's tactical map.

When on the ground and the tanks are just blue/black specks on the horizon, destroy them with your cannons before the cause any serious shield damage.

When on tanks don't believe using missiles, save them for the planes.

Be ready to expect tanks as planes when using autopilot as you usually fly straight past

them when autopilot disengages. Tanks mostly appear in groups of five and planes mostly in groups of four or so.

Make full use of the computer. Use the tactical maps above and zoom in on sectors to see what actually is there.

If you are going to try any of the invasions one general tip is to stock up on missiles before taking the planes and motherships.

Stock up on fuel shields and missiles before flying through the cloud layer to fight planes or motherships.

BARRY MCGUIGAN

One more for the sport fanatics — **Barry McGuigan's Boxing** from Bradford Bartel of Croydon, who tells us how to reach Rank 13.

Cannonball Kirby: Punch him in the face and stomach. Try and get him into his corner and you should be able to knock him out in the 1st round.

Pedro Raneur: Pedro is very easy to beat. Just keep hitting him till he falls.

John 'Kid' Cutter: Have two furious rounds with John and then let your guard down and

Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the men who keeps those rogue robots in order — Jackson T. Kolibber. Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 3D-32 Farringdon Lane, London EC1R 3AU.

POKES

Let him punch you. This zaps his endurance and not yours.

Boom Boom Barnet: Try and knock his endurance down to about 20 and then move the joystick left. This should keep his guard down. You should be ready to hit him.

Flashy Fenwick: Very easy. Some as Pedro!

That's as far as Bradford has got. Anyone know how to beat the next two.

Help

Who can help Richard Mills of Kent who bought **Manly** on the Amstrad nearly two months ago and has been stuck in the 'sewers' for the last month?

Nick Rush has rushed (sorry about that, Nick) but Ollie couldn't resist the pun — (Mallso!) these latest hints over to the office for the Spectrum game **Gyroscope**.

The first two levels are fairly easy but when you reach screen 1, level 3, things might start getting a little difficult.

You will encounter a narrow ledge with two magnets on it. You must travel quickly through these magnets, but be sure to slow down after that, otherwise you will travel to fast down the slope and will skid across the glass and over the edge.

If you get this far on your

first gyroscope, you can normally zoom straight onto the square. If not, wait for the second alien to go into the furthest right corner and then move quickly. You will now be on the fourth level. Not too many difficulties here. The first screen at level five is the same as the cover of the box. Travel slowly and think before you move!

ONE FOR THE TEXAS!!!

Yes Texas lovers, your computer has finally made it onto these pages. Pick yourselves up off the floor and read on to find out some tips on **Persec**, sent in by Roger Morston of Herefordshire.

After you have inserted the cartridge and got the title screen, press any key to begin play. At the bottom of the screen the Press fire to Begin' message comes up. Do not press it instead, go to the top of the screen as far as possible by pressing the E key, then get your ship moving as slowly as possible backwards, let go of the S key and you should still keep on going. Normally your ship would come to a halt but if you hold down the E key



continued from page 45

after releasing the E key your ship will stop and, by quickly pressing S and/or D, you can put yourself in such a position that half your ship is on the left hand side and the fuel coming out the back is on the right. Press fire to begin.

The advantages of doing this are apparent when you are at the asteroid belt or when lighting swoopers or LTFs, you can use the fuel coming out of the back as a marker to line up your shots.

When fighting the killer skeletons keep moving and firing all the time because the missiles they fire do not disintegrate before reaching you. On the asteroid belt always stay in lift three unless you want to 'play safe' on the first two screens by staying near the top and using lift two. On the first screen when you are fighting the dronomes, go up in lift two, firing off the mine this should destroy them all.

DRAGONTORC OF AVALON

Over the last couple of weeks we have been hearing pleas for help with this game so we shall quickly go over a few points to see if they will make it playing any easier.

You start off in Wisewood, will spells Bone, Servant and Move. To select a spell use up or down to wind the scroll. When the arrow indicates the spell you need press Fire once to select it and twice to activate it.

Use the Servant Spell to collect the Seal of Merlin which you will need later on. Explore the wood to collect the Missile spell, the sickle, the herb and other items. Find the stone slab lying in the forest and use the Seal to get under it and into the lost Vaults of Lazarus. Attack the Skeletons in the vaults with Missile — collecting further spell as you go. After completing Wisewood and the Vaults, Merlin will tell

you where to go next.

It seems most people had no problems with Wisewood but the Vaults were another matter, so, let's go into them in more detail. Once inside, go to the teleport room and search the teapot with the Servant spell to obtain the rune. Go on to the fireball room where you have to touch the stool with the Servant spell to change it into a chest. Get out by the right back door, dodge the skeleton and go through the rear door, grab the spell dodge the skeleton and leave by the rear door. As the skeletons follow you through the door use the Missile. Take the choice Go left and then through the Iron right to the pool room. Kill the skeleton and dip the choice in the pool. Go back to the fireball room and go out of the right back door and then right again to arrive in the pedestal fountain room. Empt the choice into the fountain to obtain the Heal spell and sit in the fountain to boost your energy. Proceed to the room with the chests. Open the first with the Servant spell and take the key which you then use to open the third chest. Take that key and open the second chest, to reveal another key and the Lyreod spell, take both of these. A word of warning here — make sure that you avoid oil spiders.

Take this key to the fireball room and use it to open the chest. Take the rune — the fireball changes to a half moon, so take this as well. Proceed to the room with E rune fixed floor. Leave all the items you have collected, here.

Search both dead skeletons. One holds the lost rune and the other the Missile spell and Evil Eyes. Use the Bone spell to kill the Evil Eyes. Go back to the room adjacent to the entry room and touch the flying spell with Servant, otherwise it will kill you. Return to E room and lay the three runes on an E in the order XIT. A lyreod will appear. Collect all other items

and step on to the cube to transport to the stone circle in Wisewood. Strike the stones with the Lyreod to reveal the Laycubes. Pick up Marilyn's Seal and step on to the yellow cube.

QUICKIES

Here we start a new section in which readers write in with Quick Hints and Tips to make your favourite games easier to play.

First up is Adam Brake of Dorset with some hints on **Super Pipeline II**. Kill one workman with you and leave the other running around, this man will take out the odd creature. On every screen, there is a place to stay and just shot and so be out of danger. Sometimes it is better to sacrifice a workman than to shoot the creature but, only if you have two workmen together.

When one of the workmen is mending the pipe, stay by him as the enemies try to kill him before he is finished. If you start to run out of water and your score starts to rapidly decrease, sacrifice your life as you will lose all your points in a short time.

From E. Nielson of Holland here are some passwords for **Hacker**, and **System 15000** on the C64.

First of all, **Hacker**. The log on code is Australia. Passwords for Security checks are Level 1 Magma Ltd. Project,

Level 2 AXD-0214479

Level 3 Hydric

Level 4 Australia

On **System 15000** you will find the following telephone numbers useful:

6723427, 4935429
7464460, 2297629,
3634017, 9307269,
346408, 7239292,
9527001, 3634017,
8004310 with Password Arcles
01012129765888 with Password
Pip507

Bryan Morrison of Kirkcaldy has been playing all his C64 games to come up with the following cheat modes. **Thing** or **A Spring**: When the title screen is one hold down T.H.I.N.G, back arrow and inst/Del if the border goes grey you have unlimited oil.

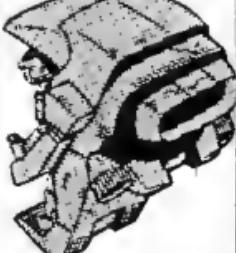
Frak: When you get a high score, instead of typing in your name put the shift lock on and type American Express — with a space between the words. The border should now have gone white. Take all the shift lock, press Return and start the game. You should now be able to walk any place on the screen. But NEVER go up any ropes. If you do you will not be able to move left or right.

Miner 2049er: To advance a level, just keep your finger on the fire button for about 10-15 seconds.

Quo Vadis: The following set of pokes will ONLY work if you have a Reset switch. When the game has loaded press the reset switch and enter these pokes Poke 24709 234 Poke 24710 234 Then type STS 3488 to start the game.

Your knight will not die when his energy reaches zero but lava pits will kill him.

Spy Hunter: When the weapons van drops you off at the side of the road slowly edge your way to the right of the screen until you can driving along the black strips at the side. You are virtually indestructible and can make some rather large scores.



PSI WARRIOR

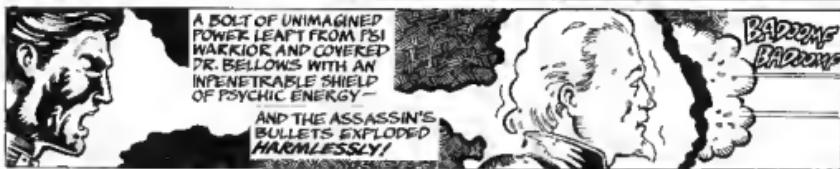
AT A MEETING OF THE PSI SECURITY COUNCIL, DR. BELLOW'S WHILE UNVEILING HIS PLANS FOR THE DESTRUCTION OF THE PSI CREATURES, BECOMES THE TARGET FOR A PUPA ASSASSIN'S BULLET!



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★ ARCADE



● BUGGY BOY

If you're a cautious driver, steer clear of *Buggy Boy*. But if you've got nerves of steel, climb in, fasten your seat belt and prepare for the ride of your life.

With the gear set at low, foot on the accelerator and sweaty hands gripping the steering wheel, I waited for the signal to GO. Accelerated hard down, into top gear and I careered round the track. Careful driving doesn't enter into the race against time — it's a suicide run at best you'll end up in the drink, or worst you can only crash. Console yourself with the fact that the buggy is very resilient and will take a lot of knocks, unlike the fragile, highly bred Formula One creatures in *Race Position*.

The aim to drive your buggy round an obstacle strewn course, beating the set time limit before moving into the next stage. The theme is the same as most other racing games, but *Buggy Boy* is slightly different. It's a racing game, but *Buggy Boy* is a death trap. At some points there are so many hazards, it's difficult to find a clear way through,

but that's where the fun lies. To get past many obstacles you have to be able to dodge quickly and jump when necessary, changing course in mid-flight.

The marker flags are very important and are colour coded. To earn extra points, run over them in the correct order, dictated by a grid at the top of the screen. There are numerous flags of each colour so it's not a difficult task. You must also steer through gates and will pick up bonus points if you successfully negotiate these with numbers on them.

To jump some obstacles use small scattered rocks to launch your car into the air by just hitting them. If you perfect your technique, you should be able to kill the buggy and steer a narrow path on two wheels. Watch out for tunnels and bridges, especially on the second lap. You may find a rival buggy making for those at the same time, as they are only wide enough for one.

The manufacturer, Taito, obviously believes in the maxim the bigger, the better as *Buggy Boy* is a Colossus among arcade machines — larger than TX-1 with three screens giving a massive panoramic view of your thrilling ride. Three screens are not really necessary, but the all-down cabinet certainly beats an upright and makes you feel as though you're getting your money's worth.

● METAL CLASH

A double jointed, kicking, punching robot is the theme of Data East's *Metal Clash*.

Imagine the scene. A space station in the background, floating over it is this weird, mad, hilarious battle between a load of Metal Musketeers.

In fact your robot — the green one — must beat a pretty healthy grudge against the silver robots. Perhaps his father sickly hue. Anyway, whether he's fighting to protect his planet or merely enjoys kicking the hell out of the others, he's having a whale of a time.

Metal Clash connects with metal and the screen is filled with fragments and sections of robot as it disintegrates. The joystick control is very easy, you can punch or kick it in a variety of directions depending on which way you're travelling but you must make contact with your opponent — whether it's a small floating droid or another robot as large as yourself.

Some of the larger species of these inhuman creatures will need several blows before they explode — that can be difficult as they'd dodge around the screen. You not only have to direct your punches but you must chose your victims over



the space station. That means keeping your chosen above ground as long as possible.

The better you do, the faster they appear until the screen looks a bit like a metal scrap merchant's yard. Watch your back, you might be fighting one bottle but passers by are not averse to almighty the odd kick in your direction, and if you reserve too many of those will literally fall to pieces. Talk about a nervous breakdown.

The two player game is more fun — a lime green robot against a rosebed pink one.

It's quite a challenge. The first person to kick his



DE ACTION

● TANK

It's a welcome change to descend from space and with your tank tracks planted firmly on terra firma, blast anything that moves in one of the old style arcade games. Although SNK's *Tank* is very much in the conventional mould, it is nevertheless an action packed game.

Starting point is from the deck of an amphibious landing craft which lands straight onto land and into enemy territory. The war is on. Your mission is to destroy the enemy HQ which is, predictably, at the end of a long, hard trek through lakes, woods and around numerous obstacles. The route is tortuous -- winding round buildings, over bridges, through town and jungles and at almost every turn there lurks a posse of enemy tanks.

With your blindingly yellow tank you will need to move by a squad of foot soldiers.

There is not much time to make strategic plans as the enemy tanks are semi-intelligent, and converge upon you if you hang around for too long. However, if you hide behind the building you can pop out, firing a few bombs in their direction, while remaining safely out of harm's way.

If you suffer too many hits and don't repair the damage you sturdy tank starts to glow red a few seconds before it explodes.

The joystick is an eight directional knob which controls both the direction you are travelling and the direction of the gun turret which swings in a 360 degree circle. I particularly like *Tank* because of its very simplicity. It's a challenge, but most importantly, it's one of those few games which is instantly playable.



● CHOPLIFTER

You'd better get that trigger finger into training if you are to join an elite band of pilots on a suicidal rescue bid.

You brief — to fly into enemy territory and pick up 32 hostages. And that sounds simple well for the snug your chopper can carry only eight passengers. On top of that, there's the constant worry of running out of fuel — if that should happen, you're likely to topple out of the sky.

Starting point is off the helipad. As soon as the blades are whirring you can take off. It's a good idea to make use of the controls first — I forgot myself in the excitement of seeing the chopper rise straight into the air and immediately crashed.

The controls are very simple and the chopper responds instantly to your instructions. Fly off to the left and you will immediately after the words zoom and zoom command. She'll zoom to bring you down as you search for the first batch of hostages. In the earlier stages it's easy to bomb the ground and put those out of action before their shots reach your flying space. Later on when there are more of them packed closer together, it becomes a bit of a headache.

Enemy aircraft do the shell hit and the same rule applies in the early stages. It's easy to dodge them or bring them

down in flames if you are an accurate machine gun operator and fast on the joystick.

The first prison block looks like a Red Cross outpost — very disconcerting. Knock a hole in the side for the hostages to escape and they will literally stream out waving their arms in simulated panic. Watch the enemy at this point if the hostages are stranded by gun fire; you can have them scream for help in agony!

I wasn't impressed by that touch — it's a bit too realistic for fun.

The next step is to land close by at which point they will automatically run to the chopper and climb in. Now the journey back to the helipad which is every bit as hazardous as the outward trip.

As I mentioned earlier, the controls are reliable and so is the animation, especially when the chopper turns 180 degrees to fly in the opposite direction. As it turns you are given a head-on view, and it is at this point you can use your bombs. Those are most useful. It is possible to hover for greater accuracy. Of course, if you hang around too long — o risky manoeuvres.

Further screens include rescuing people from caves and burning workshops.

Saga's Choplifter is packed with action and is accompanied by a pacy, rousing jingle. Definitely a must, but not for the faint hearted.

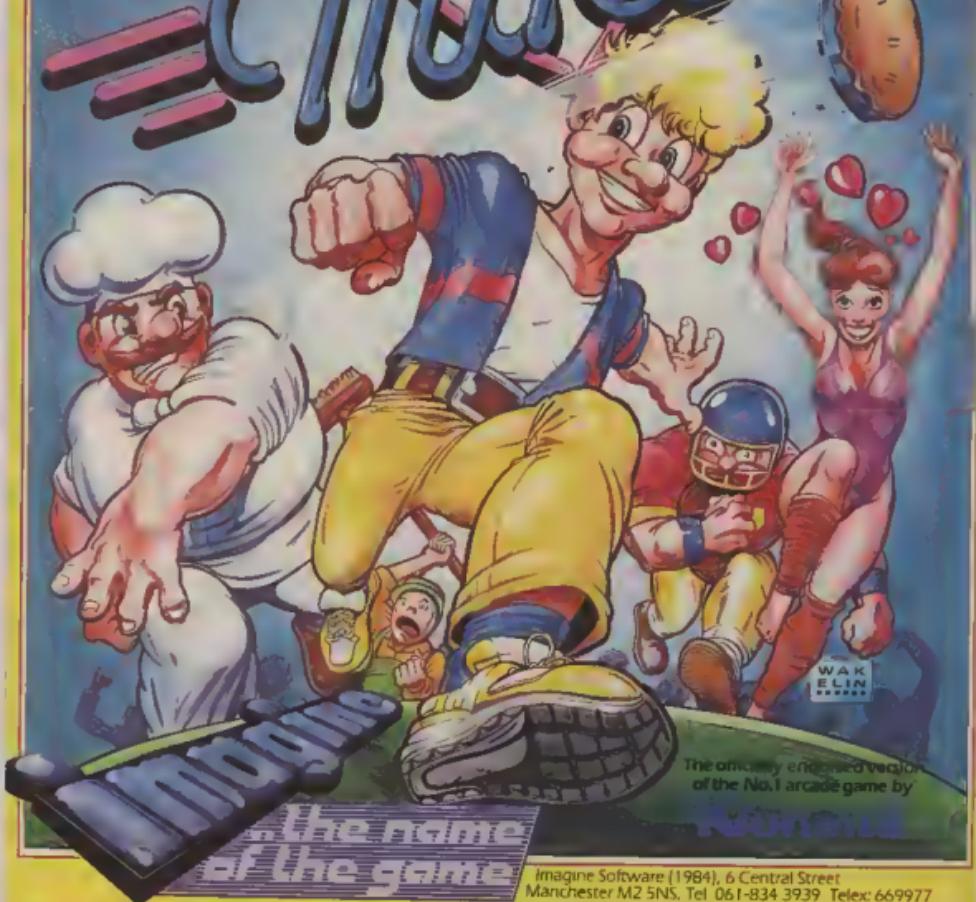
opponent to bits is the winner, but it is no easy task and somehow more difficult when playing against a human rather than the computer. Perhaps that's because your opponent is less predictable.

Metal Clash is a welcome change from the present craze of mortal art simulations. Granted it's still hard to feel combat, but you can't really take it seriously when you see yourself dissolving into hundreds of little pieces. It's amusing and provides a light-hearted break from the rigours of more serious space battles.



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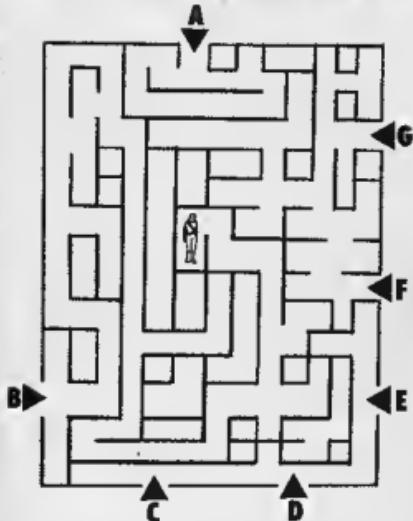
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BLADE RUNNER



REPLICANT ALERT! REPLICANT ALERT!



If you can track down and destroy the mutant marauder then you're in with a chance to win great prizes in the C+VG *Bladerunner/Tau Ceti* competition.

CRL are giving away a 14inch Phillips colour TV/monitor as top prize and copies of the game to the 20 runners up of *Bladerunner* and 20 copies of *Tau Ceti*.

All you have to do is find the way through our maze to find the replicant and terminate him — just as you have to in CRL's game, which is based on the Harrison Ford film.

The runners up will have a choice of the *Bladerunner* game which is out on the CBM 64 or *Tau Ceti* on the Spectrum, a complex game combining elements of *Elite*, *Impossible Mission* and *3D Tank Duel*. Right, getting tracking.

C+VG BLADERUNNER COMPETITION

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ADDRESS _____

ROUTE _____

Please tick which game you would like.

Bladerunner CBM 64 Tau Ceti Spectrum

Send your entry to *Bladerunner/Tau Ceti Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU*.

The closing date is 16th February and the editor's decision is final.



For many people computers are magical objects. They are capable of fantastic feats, spellbinding illusions, dazzling tricks and powerful pieces of prestidigitation.

Now conjuror David Humbley has combined his talents as a magician with his self-taught computer programming skills to become what is believed to be the only magician in the world to use a home computer in a commercial magic act.

And the computer which co-stars in David's act is none other than the humble Spectrum.

So successful has the computer act been that David — nicknamed The Micro Wizard by the Magic Circle — has produced a collection of Spectrum tricks which he hopes will soon become commercially available.

Called *The Magic Box*, it is the result of 500 programming hours and will allow Spectrum owners to perform a one hour magic show.

He has also written a 40,000 word booklet to accompany the package.

David, 31, recently visited C+VG's discreet and very exclusive cabaret club situated at the back of the computer room where the glitz and the glamour of the software world are frequently entertained, to give a private show of his micro magic.

And very impressive it is. The tricks cover Telepathy, ESP, card tricks and that old favourite where you "think of a number" and the computer knows it. Very baffling.

David became interested in magic when he was a young lad and before long he was performing card tricks at school. At 16 he entered the Magic Circle's Young Magician of the Year competition and shortly afterwards turned semi-professional.

In August 1984 he turned fully professional. "I had to," he said, "I couldn't keep two jobs going. If I hadn't done it I might never have done and would have regretted it."

Besides his cabaret work, David has appeared on television programmes such as

Pebble Mill at One, Video and Chips and the Book Programme.

In 1982 David bought a Sinclair ZX81 to run his business accounts and bookings.

As his self-taught programming skills developed, David hit on the idea of using the computer to perform simple tricks.

The result was that later in 1982 he published what is thought to be the world's first book on magic and the micro-computer called Computer Magic with the ZX 81. "It sold



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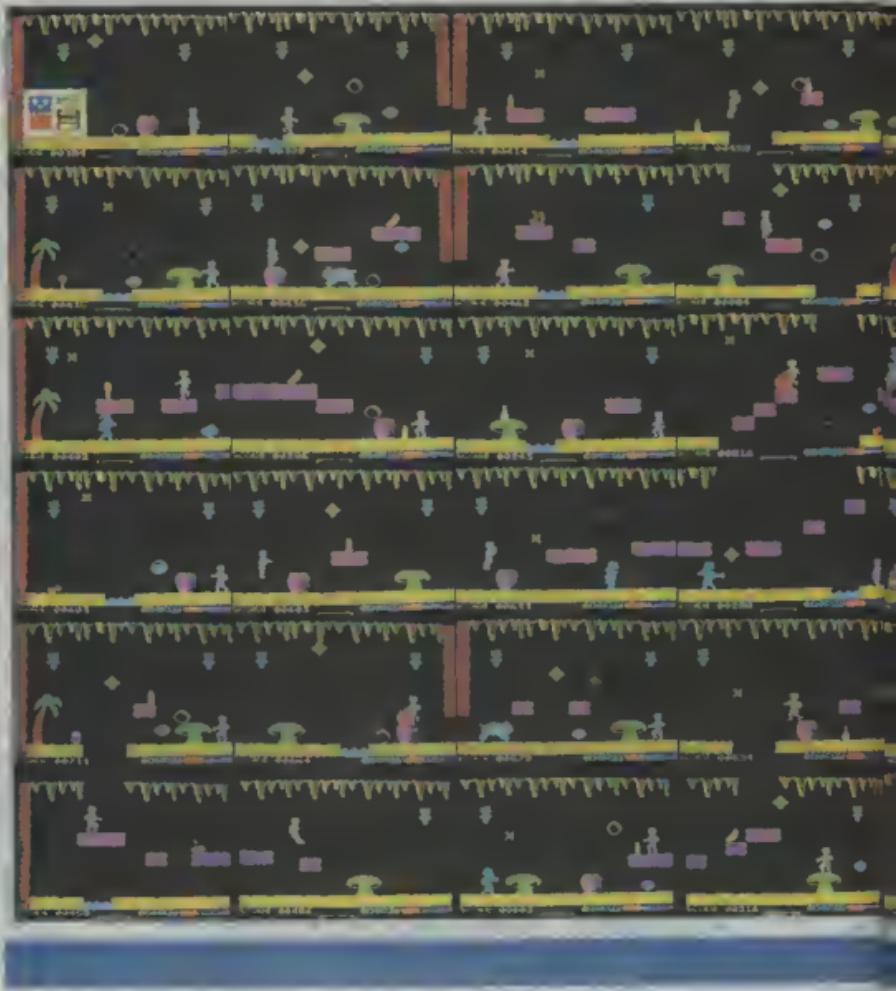
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Robot MESSIAH

Are you praying for deliverance from the curiously complicated caverns in Alphabatim's 152 screen arcade adventure *Robot Messiah*? Fear not! Your faith in C+VG is not misplaced.

Here we present screen shots of the whole of level one of the game plus some general hints which should help you move deeper into the adventure.



Helpful Hints

The three envelopes that must be collected are located in level three of the game.

These must be collected and then returned to the Master Computer which is found in the caverns.

You can only carry three objects at a time and you will need to carry a Power Supply Unit to enable you to

work the teleport in the Test Centre, to return to the caverns. Carrying the gun is very useful and you will have to return to the Test Centre at least once more. So do not eat food recklessly, although some of it will be replaced, there will not be enough unless you are frugal.

The only route to the Test Centre is by using the buggy and the only return route is via the teleport. The buggy is

located beyond the traffic lights and the moving conveyor belt at the bottom of the caverns.

There are two sets of traffic lights in the game, one at either end of the tunnel. For the traffic lights to change from red to green, you will need two objects which are hidden in the caverns. So as not to make this map a giveaway we have removed these objects.

The gun has been dropped in a place where it is not usually found. Once you have picked up the gun, to operate it you then collect the numerous bullets which are scattered around the game. Each bullet is worth twelve shots, but once more, do not pick them all up at once.

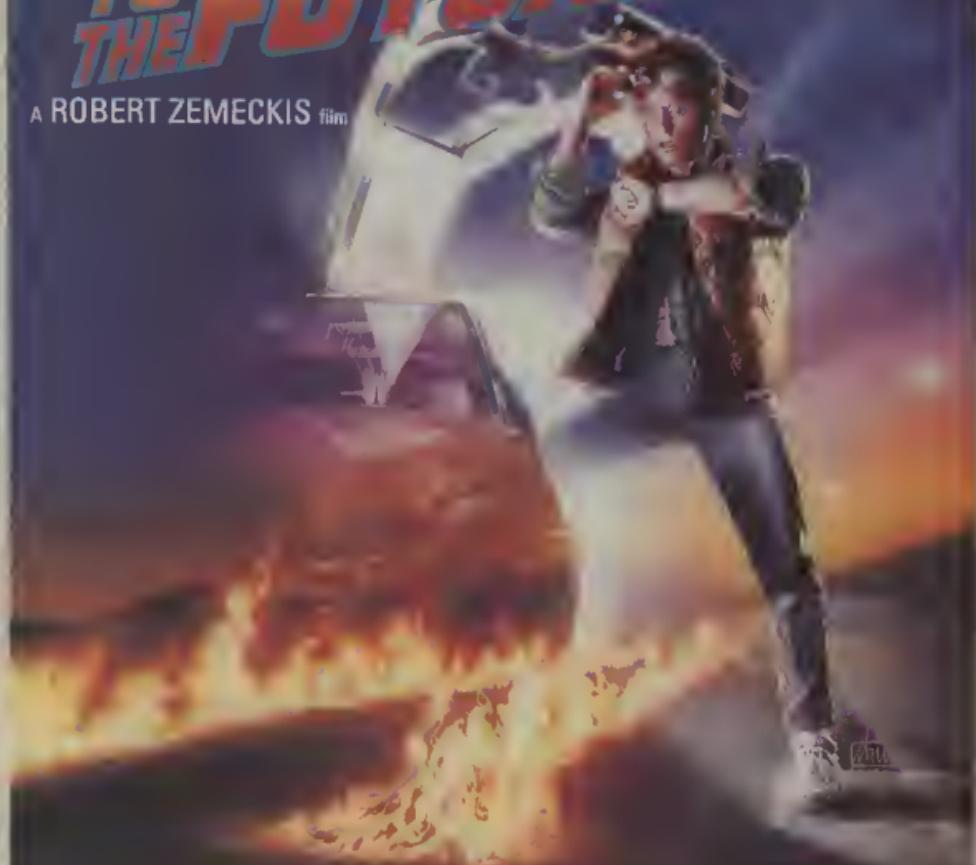


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DEAR PREDATORS & HUNTERS

A NOTE FROM YOUR EDITOR:

Even if he does consider himself to be an ace reporter, that wimp Rik Link has failed in the line of duty this month, and naturally he has been severely reprimanded.

All that I ask of him is that he obtains the info from the Bug Hunters, since they don't seem disposed to give us the information openly.

Rik really does manage to come up with the most ludicrous excuses for his failings. This month he game me some cock-and-bull story about entering the Recreation Room disguised as a large, bright orange beach ball. "I just rolled right on in!" he told me. Unfortunately, it would seem that all four Bug Hunters were away on some important mission at the time, and Rik had a severe case of premature deflation before they returned.

Well, I don't know whether you really believe that sort of rubbish, but the fact of the matter is, he's got nothing to report. Never fear. Following in the footsteps of the greatest editors of our time, I bring you something equally stupendous. Well, were the truth to be known, it's a darned sight more stupendous than Rilk's column.

Introducing an international element to the proceedings, I'm proud to present a super-fast **TURBO LOADER** for the Commodore 64 microcomputer (passed on to me by kind permission of **Big Red**). Written by Luc Pycke from Belgium, this utility will greatly increase the speed of loading, saving and verifying tape-based programs.

Having typed in the program, which includes a checksum for the mass of data to ensure that you've got everything right, just save the program to tape. Then, if run, it'll have worked correctly if you get a message telling you that:

L is the new LOAD command, S is the new SAVE command, V is the new VERIFY command.

These work in exactly the same way as the normal commands, but quite remarkably faster.

For instance, if you try to LOAD and SAVE this program, it'll take about 70 seconds, using the new commands, these operations only take

about ten seconds.

Hopefully you won't be hearing from me next month.rik Link reckons he'll soon have himself free of the all-enfolding plastic belt, and assures me that he already has a new foolproof plan of infiltration. He'd better!

**Get a problem? Feel the need of
a bit of help and assistance? Then
why not write to the Bug Hunters
at Computer + Video Games,
Priary Court, 30-32 Farringdon Lane,
London EC1R 3AU.**

NEWS FROM LLAMA-LLAND (Hants)

The range of hairy software continues to grow with...

BATALYX: Six linked games, each of which can be played in its own right, integrated into a multi-gem package. Once play is started the player can jump between the six sub-games. The six include an enhanced version of ATTACK OF THE MUTANT CAMELS and a stripped-down PSYCHEDELIA - the remainder are completely new games concepts. The computer keeps track of each game and returns the player to the correct point of play on re-entry.

BATALYX is marketed under the LLAMASOFT name and logo by ARIOLASOFT, a mutually-agreed experiment to apply ARIOLASOFT's marketing expertise to one of JEFF MINTER'S individually-styled games epics-

£9.95 on tape, £12.95 on disc

YAK's PROGRESS: A fascinating collection of Jeff's work for the '64, illustrating the development of the Llamasoft gamestyle. Including such classics as MATRIX, REVENGE OF THE MUTANT CAMELS, SHEEP IN SPACE and ANCIPITAL - eight games in all - great value both in cash and entertainment terms.

In presentation box, with JM's historical notes -

£9.45 on 2 tapes, £11.95 on disc

COLOURSPACE: The COLOURSPACE software is a development of Jeff's PSYCHEDELIA programmes, the evolution of a unique form of computer entertainment. Anyone who can use a joystick can enjoy COLOURSPACE, creating a dazzling kaleidoscope of flowing chromatic patterns.

Greet to play to music, greet to play at parties!

COLOURSPACE is now available for 3 machines -

* BBC - £7.95 on tape

* ATARI 8-bit (including HE130) - £7.50 on tape

* ATARI ST 520 - £19.95 on 3.5" disc (with manual)

The 'ST' version is definitely a bit (in fact, 16 bits) special.. with a host of ZARJAZ effects, including spectacular, dynamic, background and foreground graphics, starfields, gravity effects, fire fountains and more, more, more...

LLAMASOFT

ZARJAZ SOFTWARE

THE SOFTWARE CHART



Not off the presses is the latest **C + VG Gallup Software Top 30**. It's the most accurate and up-to-date chart currently published in Britain. Just one look through the latest C + VG charts will tell you which home games are selling the quickest — making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knock-out.

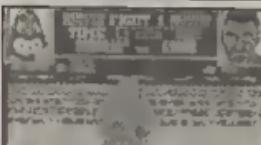
• FEBRUARY

TOP 30 / ALL FORMATS

• THIS MONTH	• LAST MONTH	• GAME	• MACHINE	• MANUFACTURER	• WEEKS IN CHART
1	—	Commando	SP, C64, AMS	Elite	—
2	21	Elite	SP, C64, AMS, BBC	Firebird/Acornsoft	8
3	—	They Sold a Million	SP, C64, AMS	Hill Squad	—
4	1	Way of the Exploding Fist	SP, C64, AMS	Melbourne House	9
5	—	Tie Ar Kung Fu	SP, C64	Imagine	—
6	7	Formula One Simulator	C64	Mastertronic	5
7	—	Winter Games	SP, C64	US Gold	—
8	—	Computer Hits (10)	C64	Beau Jolly	—
9	—	Rambo	SP, C64	Ocean	—
10	8	Finders Keepers	SP	Mastertronic	5
11	—	Back to Steel	SP, C64	Microsphere	—
12	—	Beach-head 2	SP, C64	Access/US Gold	—
13	—	Little Computer People	SP	Activision	—
14	17	Monty on the Run	SP, C64	Gremlin Graphics	4
15	—	Tomahawk	SP, C64	Digital Integration	—
16	18	BMX Racers	SP, C64	Mastertronic	8
17	—	Action Biker	SP	Mastertronic	8
18	2	Frank Bruno's Boxing	SP, C64	Elite	—
19	—	Arcade Hall of Fame	SP, C64	US Gold	—
20	—	International Karate	SP, C64, AMS	System 3	—
21	—	Fight Night	C64	US Gold	—
22	—	Last VII	SP	Mastertronic	—
23	—	Saboteur	SP	Durell	—
24	3	D. Thompson's Super Test	SP, C64	Ocean	5
25	—	Robin of the Wood	BBC	Odin	—
26	—	Gyroscope	SP, C64	Melbourne House	—
27	16	Impossible Mission	SP, C64	Epyx/US Gold	4
28	—	Bockmen	SP	Mastertronic	—
29	6	Fighting Warrior	SP, C64	Melbourne House	8
30	—	Vegas Jackpot	SP	Mastertronic	—

AMSTRAD / TOP 10

1	They Sold a Million/Hit Squad
2	Grand Prix 3D/Software 1
3	Formula 1 Simulator/Mastertronic
4	Finders Keepers/Mastertronic
5	Seal of a Monk/Mastertronic
6	Tie Ar Kung Fu/Imagine
7	Nemiroqueous/Mastertronic
8	Chiller/Mastertronic
9	Reidil/US Gold
10	Way of the Exploding Fist/MH



Frank Bruno's Boxing Number 18

SPECTRUM/TOP 10

1	Elite/Birebird
2	Commando/Elite
3	Back to School/Microsphere
4	D. Thompson's 5.1/Ocean
5	Monty on the Run/Gremlin G.
6	Saboteur/Durell
7	Tomahawk/Digital Int.
8	Int. Karate/System 3
9	Way of the Exploding Fist/MH
10	They Sold a Million/Hill Squad



Spy vs Spy creeps upwards

C64/TOP 10

1	Winter Games US Gold
2	Commando/Elite
3	Ilsimka/Ocean
4	Last VII/Mastertronic
5	Little Comp. People/Activision
6	Fight Night/US Gold
7	Summer Games 2/Epyx/US Gold
8	They Sold a Million/Hill Squad
9	Who Dares Wins 2/Alligata
10	Monty on the Run/Gremlin Grop

MACHINE KEY

SP = SPECTRUM BBC = BBC
 C64 = COMMODORE 64 AT = ATARI
 AMS = AMSTRAD ELC = ELECTRON
 ENT = ENTERPRISE

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So you don't miss out on the all-American action, C+VG and Ocean have come up with a superbowl competition for you to enter.

And we've got some great prizes for all you Spectrum, Amstrad and Commodore 64 owners.

The first 30 correct answers — 10 for each machine — picked will receive a copy of Superbowl plus a great American Football hat and sweatshirt. The next 45 correct answers for each machine will just get the game.

All you have to do to stand a chance of winning is to give the full names of the following teams.

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New England _____	
C+VG/IMAGINE SUPERBOWL COMPETITION	
Name _____	
Address _____	

Tick your make of computer and sweatshirt size
Spectrum Amstrad CBM 64 Small
Medium Large



Send your answers to Computer + Video Games, Superbowl Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 16th February and the editor's decision is final.



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COMMODORE 64 • ATARI • SPECTRUM 48K • AMSTRAD • BBC

ADVENTURE

NEWS

WELCOME TO STEVE

This month we welcome an adventurer of some years' experience, Steve Donoghue, to join the *Adventure* team to help us cope with the ever-increasing volume of reader's letters. Steve, who lives in Sunderland, will also be contributing to the *Adventure* Features section on a regular basis.

Steve is hardly a stranger to C+VG readers. His name first appeared in the November 1983 issue, in connection with an apparently invincible horse in Scott Adams' *Ghost Town*.

Desperate and heart-rending letters from Steve, for help with *Ghost Town*, regularly fill up the C+VG forums.

So critical did I diagnose his condition to be, that my most drastic treatment could be considered. I sent him my home phone number, which he used late at night when the miasma gripped him.

He was, in fact, suffering from a Lack of Locations Syndrome, about which he was later to

report, in the March 1985 issue. Steve has written reviews from time to time, and his most recent contribution to C+VG was a feature on mapping in the December Book of Adventure, in which he took a most original approach to advise readers on techniques for improving their adventure map-making skills.

ORCSBANE

C+VG reader Nick Walkland was planning a new adventure "Fantasy" called *Orcsbane* for some time and wrote to warn me about it. Before I could catch the postman and tell him to push off, he had slipped a copy through the C+VG letter boat.

I therefore felt obliged to leaf through it in a rare moment of idleness, and my first impression was how well it seemed for a mere 50p. I soon discovered that this was because the crafty Nick had stapled one set of pages in type.

Perhaps it was coincidence that the doubled-up pages contained a review of Adventure Club's by Rob: The C+VG

Adventure Club comes bottom of Rob's list — '...this isn't worth the paper it's printed on...' he has the best *Adventure Corner* in any British magazine, and the second club effort? However, Nick, the Ed., intervened to add: 'Actually the C+VG Club works out to be the postage!' I don't know whether to feel insulted or complimented!

The first issue of *Orcsbane* contained 28 pages (32 if you count the extras!), costs 50p, and is run on a non-profitmaking basis. Containing about 10 reviews of adventure games ranging from 'getting on a bit' to 'right up to the minute', it also has its own Helpfile, a number of feature articles, and a well-drawn cartoon strip featuring 'Sherlock Shomes'.

There is artwork throughout, which break up the fairly dense text — making it more digestible, and a rare streak of humour running through its pages, which gives it a nice cosy atmosphere.

Altogether, I was impressed. If you are interested in getting hold of the first bi-monthly issue, send a 50p postal order to Nick Walkland, 84 Kendall Road, Sheffield S6 4RH.

THE DECEMBER BOOK OF ADVENTURE

Did you spot the deliberate mistake? Deliberate? Well, we

WHERE WAS BUCKAROO?

We referred to a sneak preview of *Buckaroo Bumppo* on page eight of the supplement. That was the dreaded Metcalfe's whistling thinking — space limitations prevented the preview from appearing! But to make up for it, read all about *Buckaroo* — plus a few other games that have not appeared in the UK in this issue!

VILLAGE OF LOST SOULS

In the review of this BBC *Adventure*, we omitted to mention that it is available by mail order only from the publishers, Magus, 4 Totocal Close, Durhamshire, W. Sussex BN13 2TD, price £9.95 including postage and packing.

MAIL BAG

Dear Keith,

I own a T1994RA and the new Enterprise machine. I have almost exhausted the supply of Scott Adams Adventures for the TI, and I must recommend the module *Return To Pirate's Isle*. It is great, the only one with 'whammy graphics' for the Texas.

Do you know if Adventures International are planning to convert any of Scott Adams games, especially the Questerberle series, onto the Enterprise? I have only been able to play these with Spectrum friends, and they are becoming more determined to solve them for themselves.

Enterprise adventures are not too plentiful at present, up to now I have only managed to obtain *Emerald Isle* and *Dungeon Adventure* from Level 9, which I have completed. Will you be producing reviews for the Enterprise, as I'm sure other owners would like more knowledge of adventures? For Goodness,

Norwich

Keith's Reply:

Many companies do not support a machine until a minimum number of units have

been sold in the UK, in order to secure a reasonable return for the cost of conversion and initial duplication costs. To their credit, Level 9 is unique in that they are prepared to convert any of their software for almost every micro that has a significant following.

There are no plans at present for Enterprise versions of the Questerberle series, but obviously, if more Enterprise computers are sold, more software will start to appear for it from different sources. Watch out for Morton's Quest in an Enterprise format. That is one not to be missed, and is available now!

Dear Keith,

While we thank Jim Douglas for his review of our game, *Village of Lost Souls*, in the December *Adventure* Supplement, we would like to reply to a couple of complaints he made.

Firstly, the reason for the confusion over location exits is, in fact, because he had fallen foul of one of the first traps in the game, which can have the effect he mentioned. Hint — The boots he found do not function

as he thought.

Secondly, the program makes use of all the memory it can, but does not use any OS work areas. The only way we can think of a ROM interfering with play, is if it is stored in the high-speed and expensive RAM Basic language storage locations.

If this is the case, perhaps Jim could let us know which ROMs he has, and we will do our best to rectify any problem they may inadvertently cause.

Martin Moore and Glyn McCrae,

Magus,

Worthing

Keith's Reply:

Jim's Beeb is stuffed to overflowing! He has Wordwise-Graphics and Printmaster (all from Computer Connection), Microsoft Wordprocessor (for bulk uploading to Prestel), Prestel (Acorn), AMX Mouse and DFS (Acorn). That's all he can think of for the moment, anyway!

Dear Keith,

We would like to thank Paul Coppus for his excellent review of our adventure — Project X — *The Micro Man* (C+VG November). We were pleased to

see that he played the same right the way through to the end, something which many reviewers tend not to do!

We were delighted that he thought the split-screen graphics were good, but unfortunately no credit was given to the co-author of the game, Ian Lampert, who was responsible for them.

Project X was written using Gilsoft's Quill and Illustrate in conjunction with a new product from Gilsoft called *The Patch*. We were able to use this prior to its launch due to the fact that we knew the author Phil Wade.

We are now working on a sequel to Project X, and will send you a copy as soon as it's complete. For *Lemmon and Tim Kemp*, Compass Software, Norwich.

Keith's Reply:

Ah, if we could just always play a game right to the end in time for a review! But Paul is our secret weapon, and he has most games wrapped up before the tape has had time to rewind. Looking forward to the sequel, and I hope we get the credits right next time!

ADVENTURE

HELPLINE

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems.

This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

HELP!

Got a problem?
Don't suffer in silence. Write to Keith Campbell's Adventure Helpline, Priory Court, 30-32 Forrington Lane, London EC1R 3AU.

PLEAS FROM PLAINTIVE PLAYERS

I have been getting letters about the *Fourth Protocol*. Perhaps we made a mistake in including the review of the game in the Adventure section. Although definitely a "mind game", it can't really be described as an Adventure.

This makes it difficult to catalogue the clues to dispense to readers, and since players who are in trouble with the game should watch *IDEAs Central* for tips on the strategy to adopt.

Meanwhile, the latest plea comes from L. Bailey of Egremont in Cumbria, who wants to know how to enter CECCOM's files stored at Blackheath, and from Sean Connolly of Holywell, who asks "What is the answer to Sir Anthony's question?"

Mark Rendall of Chesham is seeking Arka the dwarf, so that he can kill him, and thus finish off *Grandy Dwarf* as well. David Holloman of Worcester is Kast, still battling El Diablero a year after he was recommended by Simon. Now he can stand being driven mad no longer, and is desperate to know how to kill the coyote, where he should dip the twig, where the beetles are, and how to get into the chasm after getting the skull. Now I see why Simon left in such a hurry.

"All Cattos of Bealey he isn't paranoid," says Ruth Bugham. She has the same problem as him in *Arthurian Eureka*, and is wondering if she might be able to use the cloak of the mannequin.

"A person as omnipotent as your god-like self obviously has very important things to do, like making sure the sun rises in the morning etc." Hello, wait for me. "But if you could find a nano-second or three to help one of your more worshipful and less intelligent subjects I will perform an extra special sacrifice to your all-powerful self. How do I survive the system of cases in *Alchemical Invincible*?" writes Mark Hardwick of Tiptonandy. "If I can find the cat, I will perform the sacrifice, although the fur still hasn't grown back since last time," he adds, in the worst possible taste.

Jason Nichols has 100,000

things he would like to say when the genie says to him, "What is your wish, master?" But he doesn't know which one he should choose for his reply! He is in *The Magic Mountain*, where else?

James South was stuck up the loft in *Terrormulinus*, unable to escape. A silly problem this. An example of poorly thought out commands. What James needed was the word *DOWN STEPS* — a sentence without a verb, and a disgrace to any game that calls itself an Adventure. That's why I decided to review James' problem. "In the closet."

Can anyone tell Stuart Elliott (see *News from Afar*) where to find the Red Jewel in *King of Power*?

John Maccucco's main mission in life at present, is the electrifying *Mission 1*. He's having trouble with the ventilation shaft to the first floor, which he cannot escape without a severe dose of electrocution.

Another electrical problem is *Upper Guntrum*. How can Steve King of Poole get Wally's gloves and turn the fence on? Steve adds that he cannot get any help from the Gypsy, Grendel crossing his palm with silver and giving him his tunic. "I found *Upper Guntrum* is very good game, but have never seen it mentioned anywhere," writes Steve. Look up the April 85 issue, Steve, and you'll find the review! Where have you been?

Richard Greenwood of Stockport has got a few riddles that are making *Riddler's Dex* live up to its name! He thinks that the plinth and the southwark will help him to get past the fallen gargoyle with the nose threat. To this end, he seeks advice on how to get the plinth and the red dragon.

A problem of a different sort comes from Ann Rose. Recently retired, she spends most of the winter months in the *Sphinx*, but also adventure freaks in the Chalfont St. Peter area of Buckinghamshire. Write to me on the Helpline, and I will pass your letter on to Ann.

Just while he was trying to get the Aramaic phrase book, a tree fell on Bobbie's head.

He tried his hand at getting hold of the jester's hat, only to find himself trussed into a pile of bath salts!

Of course, he was playing *Quest for the Holy Grail*, and this dolt game is sending him potty! Who can help him with a translation and a laugh?

NEWS FROM AFAR

The "points bug" in *Castles of Terror* has a counterpart in *Pub Quest*, so writes Stuart Elliott from Toocoolawah. In case you're not quite sure, Toocoolawah is, of course, in Australia. "Keep moving west there east, and your score will climb," says Stuart!

Stuart runs an Adventure Club Newsletter in his native Queensland, with the help of James Osborne of Winton, Australia, and he sent me a copy. With its own Helpline, the top adventures lie unashed problems down under at the moment are *Thermuncular WarGames*, *Asylum*, *Hulk*, *Valkyrie 17*, and *Instincts*. *Asylum* costs us for a full page in Australian Commodore Review, in the form of a letter of tips and questions, sent in by Stuart.

From Italy I was sent two pages from *VIDEO GIOCHI* ("Video Games") headed "INVENTORIA" — Le pagine storie per tutti gli avventurieri "adattatori", which means the "friendly page" for international adventurers. Giancarlo Fantechi of Como explains how the pages are laid out. There is a review, *Wishbringer* from Infocom, a list of "super-adventurers" — a sort of Hall of Fame, a selection of reader adventure problems, and hints.

It's all very like our own adventure scene.

The current games troubling readers are similar, too, featuring *Zork*, *Arte Tomb*, *Golden Balcon*, *Planestall*, and *Zork III*.

But there is one section that intrigued me — *Piccolo dizionario dei sinonimi*. This is a list of English verbs commonly used in Adventure games, with their Italian infinitives, followed by a list of English synonyms.

So that's how they do it!

T-SHIRT ROLL OF HONOUR

T-shirts for interesting letters and extra-helpful hints, go to: Mark Beauchamp of St Helens, Robert Arnold of Whitechurch, Bryn Llucus of Colchester, Ann Rose of Chalfont St. Peter, and Giancarlo Fantechi of Como, Italy.

ADVENTURE

REVIEWS/1

SEAS OF BLOOD



• Supplier: Fantasy Software/Al
• Machine: Commodore 64,
Spectrum 48k, Amstrad
• Price: £19.95

Written by Mike Woodroffe and Brian Howarth, and based on the Fighting Fantasy series of books by Steve Jackson and Ian Livingstone, this is the first of a new adventure series on the Fighting Fantasy Software label, from Adventure International.

All Adventure Systems, using split screen text and memory graphics, is now familiar to many adventurers. It was used to create *Grendil* and *Robin of Sherwood*, as well as the UK conversions of Scott Adams' games. It is slick and fast, providing an attractive framework upon which to build an adventure story, and stands up well in this new series.

You are the captain of the pirate vessel Basshee, and for a successful voyage you must return 20 treasures to the top of a mountain at the southern end of the Inland Sea. The sea is a seven by thirty grid, and the ship can be sailed by the commands SAIL (direction).

You can leave the ship to go pillaging on land — should you sight it? Mind you, on land you may not find the plundering too straightforward, for as well as some typical adventure problems, you are likely to meet some stubborn resistance from natives, ghoules, and ghosts. Some of these attack, rather to my disappointment, as you pass right out of the game without warning. I suppose I should have known better than to annoy them!

During a fight, the program

shows a combat mode in which the lower half of the screen depicts the two sides, and displays and updates the relative skill and status of the opponents, giving a commentary on the details of the battle. When on land the adventurer can choose out and run, by hitting X, but at sea the fight must go on to the bitter end. During the many times I played the game luck was nearly always on my side. I am told there is worse to come, so perhaps it wasn't luck, but intended. However, I have never found computer 'fighty' based on random numbers particularly credible, as I looked upon it as being a somewhat risky way to obtain your treasure, or find a hidden secret.

Sailing the seas can be interesting, for as well as finding land to explore, there are wrecks

to be plundered and respectable ships to be burned and looted, and to pasture skirmishes with other ships.

But all is not looting, pillaging and plundering — there are some real problems as well! What do you do against a shark? What's the best way to defeat a zombie? Aha, and there's the traditional red-herring in there somewhere, too! Mike Woodroffe told me!

All this combines with excellent graphics to make a very good adventure, easy enough to get into — but if it's not so simple to tie things up on the mountain top!

Keith Campbell

- Vocabulary \$
- Atmosphere \$
- Personal \$

WINNIE THE POOH

• Supplier: US Gold/Sierra
• Machine: Commodore 64, Disk
• Price: £14.95

Unashamedly a game for children, *Winnie the Pooh* is set in the Hundred Acre Wood. All the residents of the wood have lost something, and are waiting for someone to return it to them.

Because their home, by returning all the objects, and have Christopher Robin and his friends throw a party in your honour!

Pooh starts in the company of Tigger and a pile of bricks in Christopher Robin's playroom, after a short title screen to the accompaniment of the well-

known Winnie the Pooh tune. A novel feature is hidden in the toy box, for inside is a dish, and it is here to where the player must return to save the game position.

Once in the woods, when you meet up with one of the characters, you are given a clue about what object he wants. For example, Mrs Kanga is need and tidy, so if you come across a broom. And there's her son Roo, who loves playing in his sandpit.

When the correct object is dropped by the appropriate character, the player is rewarded with a little tune. However, the objects change from game to game, making this a game that can be played over and over.

without being an exact repetition.

There are hazards too. If Tigger gets hold of you, he will bounce you to a random location. Sometimes the wind blows, (you can hear it) and scatters all the remaining objects to different locations. On other occasions, a mist comes down and you lose your sense of direction.

This is a very easy game for youngsters to play. After short test sessions, the player is given a number of options and suggestions about what to do next.

At the successful conclusion of the quest, Christopher Robin invites the player to his party — but the location has to be

discovered. It is worth it, too, for here is a picture that is a joy to behold, and a taste to congratulate the junior adventurer.

The graphics are excellent, quick to load and draw (especially for a Commodore), full of colour, and in a cartoon style worthy of the Disney name on the label. Altogether, a game to be highly recommended for younger children and yet take full-blown adventure games.

Keith Campbell

- Vocabulary \$
- Atmosphere \$
- Personal \$

AA
\$
10

REVIEWS/2

SOULS OF DARKON

- Supplier: Takest
- Machine: Amstrad, Commodore 64, Spectrum
- Price: £7.95, cassettes

The brief background story to this game is rather ludicrous, for you are cast as a bionic warrior on the planet Megron, laid waste by the evil Darkon. With nothing but a lightning bolt weapon, or course you are presumably (for it doesn't say as much) sent to find and overthrow Darkon.

The environment in which you find yourself will pass for good old mother Earth anyday, with trees and mushrooms, not to mention a log but complete with woodcarr, the remains of a brewery, a blacksmiths, and the odd fountain and monument here and there.

The game takes a bit of getting used to, as the text is so horribly gothic that it is almost indecipherable at first.

The game has a conventional layout, the top half describing the locations in a narrative sort of way, with a picture below it to the left. The computer's replies are shown to the right of the

picture, whilst the player's commands are entered at the bottom of the screen.

Since the descriptions are narrative, it is necessary to type LOOK for a list of exits and objects. There are three facilities for HELP. One is to simply type the word, but more often than not you will be referred to the other methods: LEGEND and VOCAB. The latter will give a list of the valid words, whilst LEGEND may tell you a bit about the background of the location.

The graphics are a let-down, consisting of blue line-drawings on a green background, but they are fast, and they do serve to identify where you are without the necessity of having to struggle through the location text.

There are a couple of characters to be found early in the game — a talking woodman, and a guide. Both seem rather wooden for live, but I have found a way to make them listen yet, let alone engage in a useful conversation, despite paying the guide for a service — he just accepts the money and then

continues to ignore me! Perhaps I am using the rather limited vocab in the wrong way.

There seems to be a glitch or two with the replies, as when having typed GO OUT to leave the hut, the 'narrative location' text told me I was hovering over a swamp, yet the picture showed I had remained in the hut, a fact confirmed by the subsequent reply to typing

LOOK. One or two other strange messages appeared from time to time, as well.

For all that, the game is quite a good one when you get used to it.

Keith Campbell

- Vocabulary
- Atmosphere
- Personal

8 7 5



BUCKAROO BANZAI

Over the next few months, I will be bringing you previews of some games that are being enjoyed by Adventurers in faraway places.

The revelation that a Scott Adams game named Buckaroo Banzai has been on release to the US for some 18 months, yet not seen over here, will no doubt have Scott's European fans dimpling in anticipation, and possibly somewhat hurt that they haven't been privy to this secret.

Buckaroo Banzai is a strange title, you might think. However, it is based on the exploits of the hero of a Twentieth Century Fox film of the same name, shown in the US

during 1964, but not yet released in the UK.

Buckaroo, half American, half Japanese, is a brilliant ex-neurosurgeon, who discovers a dimension passage through space with the aid of his jet-car, a vehicle able to travel through solid matter. Using his amazing car, he comes across the Lectrooids — a race of aliens who threaten the entire world.

Based on this premise in the film, Buckaroo is about in set off on a well-earned holiday,

only to have his plans disrupted. Before they left, the Lectrooids planted a nuclear device deep inside the Kyn mountain in Arizona. Any attempt to disable it will result in its detonation.

Telephone communication has been cut in the ensuing mass panic and evacuation of the area. The President charges Buckaroo with the task of saving Arizona. "Buckaroo, I want you to ... And this is where you take over the adventure now start."

From the Toyshop office in Tracham, just by the Kyn mountain, you set out to see what's what. On a parking lot by the mountain rests your jet car, but with no fuel or battery. A deserted gas station yields a battery — but it is flat! A supermarket holds a few useful objects, as does a shack on a deserted road.

Scott is kind of the shack as a location, have you noticed? First there was the gas station in Pirtown, followed by the all-important Radio Shack (nearly a double session for the RS-60 model). "Ghost Town" was, curiously, in the Buckaroo shack, among these, but Scott's shack makes yet another comeback in *Questiprable Three*, right next to the tall pin.

Back with Buckaroo, his first problem seems to be to get the jet-car working. All the items seem to be there — but how do

you fit these together?

Meanwhile, on a different track, a spot of digging must be called for — Buckaroo has come across a spade. Here is an utterly unexpected and quite original digging problem, accompanied by equally impressive animated graphics.

The version of BB that I played was in Sagaplus format on a Commodore 64 disc, available at present only to the US. What is BB like here? I spoke to Miles Woodroffe of Adventures International UK. "We're waiting for the file," he explained. "It's sitting over here in case, waiting for Thorn-EMI to release it!"

However, there are some doubts about the future of BB in the UK. I asked Scott how the file was received in the US. "It was released during the '84 Olympics," he explained.

"Everyone was either watching the games, or getting out of doors to enjoy the good weather. They weren't going in the movies. But it did develop a sort of cult following, rather like *Mad Max*."

Personally, Scott admitted he saw it three times before he began to understand it.

So will we be seeing Buckaroo Banzai, the adventure, in the UK? As things stand, that is entirely in the hands of the film distributors.

Keith Campbell



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ADVENTURE

REVIEWS/3

WORM IN PARADISE

- Supplier: Level 9
- Machine: All formats
- Price: £9.95

With Worm ends the saga of the colonists of Eridani, which started with their journey to the Snowball system by Kim Kinchovsky. After their survival at Return to Eden, the plant has been tamed, and the colonists live in a high-tech utopia run by robots. Eden is a benevolent right-wing bureaucracy to which there are no taxes, government revenue being raised by fines and health charges. If the general idea sounds familiar, then remember it is ruled by a woman, The Third Kim. Whilst no 'right-thinking' person would consider challenging the system, there is a thinking minority who dislikes it, and are branded 'potential socialists'.

The adventure starts in a garden, with beautiful lawns and full of fragrant flowers its walls, festooned with roses and other climbing plants, are seemingly unassimilable. An ever-growing worm might lead you out if you succumb to the temptation, but it will not take you far, and one worm to another, worms will bring you to your enemies and add you will lead yourself in the city of Enoch.

Exploration of the city brings you to places like the museum, casino, theme park, and dozens more.

Questions gradually form, and produce a feeling of unease — that all is not well in the ultimate of civilisations. Questions, but no real problems bar your passage through the city. But if you are the nosy type — eventually something will click, and if you

were sensible enough to play it) memories from Snowball will come flooding back. Then the problem is there, in the form of a puzzle — crack it and you may be on your way to the seat of power, to save the world.

Worm in Paradise is the first product of the 9120 adventure system, and certainly in the presentation of text it is reminiscent of Interlogix, and Infocom's system. *Worm* has a vocabulary of over 1000 words plus many abbreviations, yet this is all in memory! The range of commands understood is very flexible, full sentence and multiple complex commands are accepted, such as EXAMINE ALL BUT THE TATTOO. When I first tried EXAMINE

EVERYTHING I got a list which included descriptions of objects I hadn't even discovered!

The Silicon Dreams trilogy is now complete, having spanned the evolution of Level 9's Adventure Systems from the original 2-work input, text only format in Snowball, through the introduction of graphics in *Return to Eden*, to this smooth and polished new form of presentation.

Here is science-fiction based political saga which you can just sit back and enjoy, or, if you prefer, involve yourself at a more challenging level in an attempt to reach the seat of power and save the world. Play it either way — I'm sure you'll agree it's superb!

Keith Campbell

- Vocabulary
- Atmosphere
- Pacing

8

10

9

SNOW QUEEN

- Supplier: St Brude's
- Machine: Spectrum 48k
- Price: £3.95

Eisten was not exactly my mood while this game based on the story by Hans Christian Andersen was loading, and a further blow was dealt by the appearance of a rhyme on the screen. It's all too ghastly to repeat, but it does give a brief idea of what the story is all about.

For those of you who don't already know it, I'd outline the plot. You play the role of Gerd, the female half of the supposedly

inseparable pair of Gerd and Kay, two frightfully nice kids. A decidedly freakish goblin had a mad idea — he made a mirror which made everything look horrible, except that that were already ugly, which it made appealing.

The mirror shatters, and two fragments become lodged in Kay's eye and heart. Kay becomes more obviously, and goes out to play with the big boys of the village. Suddenly, in a jolly large blizzard, Quesney appears, grabs Kay, and whisks him off to her pad on the mountains.

As Gerd, your daunting task in the adventure is to rescue your pal from the clutches of the icy dame, even though she may not be all that keen to be rescued! Well, despite being cast as a female, it doesn't sound too bad, does it? And in fact, it is quite pleasant to play.

There are some pretty standard puzzles, most of which involve using the 'proper thing' — in returning a lost pony to its correct owner. A bus of some sort larks in this area; once you have returned the pony, the owner is perfectly happy to reward you, only in repeat doses of 'Oh, now

where can it be?' the next time you return!

The game is in two parts, making a total of 64k, and Part two begins as you make your way towards the Ice Palaces.

The *Snow Queen* probably won't achieve such chart success as a blood and guts adventure, and many gamers will no doubt find the story idea rather repulsive.

Jim Douglass

- Vocabulary
- Atmosphere
- Pacing

7

8

6

BOOKS

- THE SPECTRUM ADVENTURER
- Mike Gerrard
- Duckworks £3.95

I'm not quite sure whether or not I agree with the idea of publishing complete solutions to adventure games. It takes the essential element of mystery out of a game if you know they only have to toddle along to W H Smith to learn all that has been baffling you. Perhaps it also reduces the sense of achievement: left to a player who finally cracks a game himself, knowing that people who have

finished it are two a penny, bewing bought the whole solution.

On the other hand, I suppose people who have been genuinely puzzled for many months, do have a right to know the answers to the mysteries for which they have paid, and so to put out of their misery.

From the point of view of the author and publisher of a game, I suppose it is all right for their secrets to be revealed when the game has been around a long while.

In *The Spectrum Adventurer*,

Mike Gerrard provides 100% solutions, including complete maps, for four games: *Volhalla*, *Snowball*, *Twin Kingdom* and *Urban Upstart*. For the later three, the solutions are arranged as an index of problems, which are then looked up in the text that follows. *Volhalla* is presented to a slightly different format, with a fairly long introduction on the strategy to adopt, followed by a comprehensive list of locations. All the maps appear as appendices at the back of the book.

As one would expect with

Mike's name on the front cover, the book is impeccably written in an easy style, and represents good value to anyone who is irresistibly stuck in even one of the four games. If you are just mulling over a sticky problem though, my experience is that a full solution to hand is too much of a temptation, and even the most determined adventurer will make the feeblest excuses to himself to look up something that is temporarily stopping progress. Still, I suppose it would make my life a lot easier.

Keith Campbell

Because of their complexity, Adventure programs are not easy to write. To do so, one must be very conversant with one's chosen programming language, be it Basic or Assembler, since the program carries out complex string operations to convert the player's English command into a machine usable form.

Most Adventure software houses and authors, perfectly capable of producing a machine code program, have their own Adventure System, enabling them to speed up the production of the finished game once the plot has been defined.

Here, Keith Campbell takes a look at two new utilities recently released for the Amstrad.

ADVENTURE CREATORS

THE GRAPHIC ADVENTURE CREATOR

- Incentive Software
- Amstrad CPC464, 664, 6126
- Cassette £22.95; Disk £24.95

Written by 19-year-old Sean Ellis, an undergraduate in Cybernetics and Computer Science at Reading University, this is a very clever and user friendly piece of software.

Operation of the program is from a main menu, with separate options for the entry of verbs, nouns, adverbs, objects, room descriptions and messages, as well as three levels of conditions and graphics.

Entry of the vocabulary is simplicity itself — the user just types in each word, preceded by its reference number, on a line at the bottom of the screen, and press ENTER. The number and word supplied are then inserted in alphabetical order into a list filling the major part of the screen above.

An arrow is positioned halfway down the list, pointing to the entry which will be made available to edit if ENTER is pressed with an text as the input field. The up and down cursor control keys are used to scroll the list against the arrow to effect the selection.

Room, objects, messages and conditions, have a slightly different form of entry. The user is prompted for the entry number, and then, in turn, the number and name associated with it. With objects, for example, the description is first displayed. This can be edited if it results, or will be added if it is a new one. On pressing ENTER, the room number in which the object is to start is shown, and this is followed by its weight.

Validation is carried out on the date as it is entered. For

example, when you add a new room, for example, you are asked the connection, and must enter the direction followed by the destination. If the direction has not already been supplied, the checking prevents this from being entered, and a message tells you why.

The message message, when I first encountered it, led me to the horrific discovery that the direction must be entered on the VERB list! Thus to go east, if an allowable abbreviation is to be, then E must be included as a verb. I also concluded that the verb list, or at least a verb to be used elsewhere, must be entered first, a point that I was unable to spot in my pre-publication copy of the manual.

There is a way round this problem, however. Should the player be allowed to go long winded and type GO EAST, WEST, etc., then it must be included on the verb and noun lists respectively, and the resulting movement must be entered as a condition in the 'local' condition list applying to a specific room.

There are three levels of condition: Local, applying to a specific location, Low Priority, and High Priority. These are entered in a form resembling a high level computer language: IF (VERB 5 AND NOUN 1 AND CARR 5) DDROP 5 OKAY END and IF (VERB 14 AND NOUN 1 AND AVAI 5) 1 SWAP 5 CTR 0 + 20 CSET 0 MESS 15 SET 2 WAIT END.

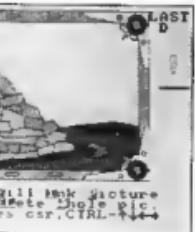
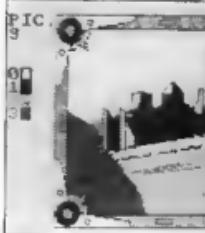
Not difficult, but there are however, a few errors here which must be learned if the utility is to be used effectively. To build up a plot, there are 255 markers and 127 counters available for use in the condition lists.

Having entered a lot of data, it is essential to be able to keep track of it all, so as to be able to compare the numbers assigned to the various words, objects, rooms, and so on. Although these can be viewed from the editor, it would be impossible to fit them all on the screen at once. This is where the PRINT option comes in handy, enabling any of the lists, including reference numbers, to be put out on an Amstrad printer. This allows a careful study of everything that has been entered, and saves the user having to keep a careful hand-written list of everything as he enters it.

Perhaps the most striking feature of this utility is the graphics option, which is a joy to use. Straight lines can be drawn by simply pressing the COPY key once, and moving the cursor using the arrow keys. The resulting line will be a straight one from the start position to the current cursor position — in other words, it will not turn through an angle. Where a change of direction is required,

F11L. This may have to be repeated a few times with the cursor in different positions, but it is a quick process. There is also a facility to superimpose one picture upon another, and this can be used to very quickly build up a series of different pictures using picture 'modules' already created.

Pictures are thus very easy to create, and each is associated with a room number, using the room option. Once done, the



picture will automatically display when the player enters that location, and it is very fast in doing so.

For those wishing to create a text-only adventure, the provision of graphics is optional, and to protect the player from the fact adventure players faced with a graphics adventure, when running the game, the player has the ability to switch the graphics off and on.

The game can be fully played from within the Adventure Creator, and an appropriate message will be displayed when an error is encountered, to help



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This month the Adventure begins!

Recently I have been burning the midnight oil, to ensure that no gallant adventures have been left in limbo to be pol upon by bands of straggling orcs or such like. For hours on end I have been searching for the true answers to **The Hobbit** and **Lord of the Rings**. Following the weary travellers in **Dun Darach**, entertaining the yuppies in **Hampstead** and tackling the problems in **Falflight**. I have searched the hinterlands hi & lo, conversed with drunkards and hards, noblemen and thieves to bring you the best tips on the **FIFTEEN** top adventure games of the year.

Only now as I sit at the Dancing Ogre, exhausted from my search, can reveal that after all my hard work **The Gordo Greatbelly's Book of Adventure** will be **ERE** with the February issue of **Sinclair User** (that mad mania of genetics must have really affected the editor).

Rumour has it that the assorted elfs, dwarves and trolls that also work on the magazine have been hussily heaving away, to bring you extensive reviews of **Enigma Force** from Beyond, **Commando** from Elite, **Yie Ar Kung Eu** from Imagine, and that lempiness from the east **Twister** — Mother of Charlotte, a latter day visitor to my cosy establishment.

Plus a review of a new tool of terror the **Sinclair 128**, an extensive **Official Players'**

Guide to the helicopter simulation **Tomahawk**, and an impressive competition, not for the faint hearted, featuring the high spirit of **Gladiators**.

Such a package to keep travellers away from my hospitable inn, and instead at home with their keyboard friend.

Remember as you pass the sign of the Dancing Newsagent, there is no better adventure than the February issue of **Sinclair User**.



Gordo Greatbelly

GORDO GREATBELLY, LANDLORD

P.S. The February issue of **Sinclair User** including **Gordo Greatbelly's Book of Adventure** is on sale Jan 18th.



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Rothmans Football Quick Quiz, published for the Spectrum by Eastbourne based Holt Saunders, is a must for all avid soccer fans.

Quick Quiz consists of 1000 questions on British, European and International soccer, with subjects ranging from famous goals to trivia.

The questions were written by Peter Dunk,

sports journalist and editor of the Rothmans Football Yearbook. The "bible" of the soccer world.

And thanks to the people at Holt Saunders, we've got 25 copies of the Quick Quiz as prizes to the people who can answer the five football questions below.

1) How many clubs in the football league have an X in their name?

- A 3
- B 4
- C 5
- D 6

2) Which was the last second division team to win the FA Cup?

- A West Ham United
- B Southampton
- C Sunderland
- D Ipswich Town

3) Italy won the 1982 World Cup Final by three goals to one. Who scored West Germany's goal?

- A Rumenigge
- B Reitner
- C Hrubach
- D Fischer

4) Who was the football league's leading scorer in 1983-84?

- A Trevor Senior (Reading)
- B Ian Rush (Liverpool)
- C Kerry Dixon (Chelsea)
- D Keith Edwards (Sheffield United)

5) Which of the following countries have never beaten England?

- A Peru
- B Chile
- C Mexico
- D Norway

Send your answers, together with the coupon printed below, to

Rothmans Football Quick Quiz Competition, Computer + Video Games, Priory Court, 30-31 Farringdon Lane, London, EC1R 3AU. Closing date is December 16th and the editor's decision is final.

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HOTSHOTS

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Two desperate men were on the loose, eager for action and the thrill of danger.

Desperados Graham Knight and Graham Archer had been incarcerated in the office cells for attempting to "lift" the C+VG November Hot Shot of the Month title on *Monty on the Run*, after his daring escape from Scudmore Prison.

But only one of the Grahams would take the Hot Shot haul by winning on the month's nominated game.

As armed guards looked down from the watchtowers, the two 13-year-olds settled at the computer to battle it out over five rounds. The one who took the most would be the winner.

Graham Knight, from Luton, kicked off with a score of 750. But it was not enough to beat Graham Archer of Sible Hedingham in Essex, who countered with 1,050.

Stunned into action Graham Knight scored 2,100 to Graham Archer's 900 to draw the rounds.

From then on things went totally Graham Knight's way, taking the third and fourth rounds 650 to 400

and 800 to 600. Graham Archer conceded defeat.

The Hot Shot game for February is Elite's *Commando* for the Commodore 64. Send your score on the printed coupon below to Hot Shot of the Month, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1B 3AU.

The games that we have picked for previous Hotshot competitions have proved extremely popular with you, our readers. But not even C+VG gets it right all the time and we'd like to know which games you would like to see in the Hotshot Challenge.

So, don't delay get your nomination in the post now. And please don't forget to keep sending your hi-scores in.

You do want to get your name in the universe's best magazine, don't you?



FEBRUARY HOTSHOTS

Name: _____
Address: _____
My score in COMPANY: _____
Date: _____
Witnessed by: _____

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DALEY THOMPSON'S DECATHLON

- 1 Steven Mellon, Barrow-in-Furness — 2,174,089
- 2 Chris Scott, Worthing — 1,985,163
- 3 Andrew Blood, Hartshorne, Staffs — 1,592,421
- 4 B Lucas, Leicester — 544,147
- 5 Darryl Holme, Barnsley — 543,444
- 6 Paul Managhan, Fishguard — 498,639
- 7 Scott Worley, Gosforth, Newcastle — 466,336
- 8 David Dishon, Edinburgh — 381,345

BRUCE LEE

- 1 Mike Rudge, Wolverhampton — 12,967,315
- 2 Mike Stretton, Ayr — 6,780,000
- 3 Ian Teesdale, Hillingdon — 5,483,975
- 4 Andrew Williams, Birmborough — 5,206,360
- 5 Peter Heesman, Duston, Northampton — 4,680,375

SPY HUNTER

- 1 Andy Coopoor, Sedgley — 3,232,075
- 2 Barry McNeill, Airdrie — 1,998,975
- 3 David Johnstone, Bowness — 973,085
- 4 Richard Lee, Leicester — 260,300

THE WAY OF THE EXPLODING FIST

- 1 Mark Saunders, Wandsworth — 931,230
- 2 Declan Kiernan, Co Wicklow — 111,400
- 3 Andrew Marriage, Stanfold-le-Hope — 93,750

DALEY THOMPSON'S SUPERTEST

- 1 Corey Brunt, Sheffield — 194,883
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The G Force won't be joining in the festivities this Christmas. They have a bag full of game reviews to keep them glued to the screen. Big games like Desert Fox, Rock and Wrestle (please Melbourne House) Zords (please Martech) and Yie Ar King Fu. Plus reviews of all the latest games under development including a sneak view of 'V' and several others.

Epyx

Once again Commodore User demonstrates that it is the only magazine covering what's happening in America. We bring you an exclusive report from California — the inside story on Epyx — manufacturers of Summer Games II, Winter Games, Impossible Mission and Pitstop. Not to be missed if you want to find out what games to look out for next year.

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COMMODORE 64 1701 colour monitor 1541 disk drive. 8in tape data recorder, lots of disk containing over 250 games + books + pinies; £550 no offers. Telephone North Thoresby 840666 ring after 7.30pm

SPECTRUM 48K + lots of leads still boxed with tape recorder — brand new Plus software, blank cassettes, Kempston Interface up to date model, Alan joystick, and maps etc, still all boxed — brought last January. Worth at least £250 sell for £150 onto. Telephone Steve (Mairiwaye Cornwall).

COMMODORE 64. Software to swap only disk including Winter Games, Jet Set Willy II, Wile to Sampos, Havis II, Hyakirikin 10A 70100 Kuopio 10, Finland

SPECTRUM CLASSICS for sale in one large batch 25 original titles including Sherlock, TLL, Malicepoint and others worth £190, sell for £75. Telephone Carl Brookes on Lymm (Cheshire) 6280.

48K SPECTRUM, Zx Printer with 6 rolls printout paper, tape recorder, Kempston Interface, Stack Light Rifle, 19 games, books. Everything boxed and in good working order £200 onto. Sutton, Surrey 01 642 0432.

SPECTRUM 48K plus over 50 original tapes worth around £400. Nightshade, Doomdarks, Slanski, Alien 8, Salt the lot for £150 Tel (0527) 22451 Redditch

ATARI software for sale. 125 games and progs including Donkey Kong I & II, Frogger, Popeye, Brummies, Flip & Flop, Vanguard and more. Will swap for disk drive. Phone Mark on Chichester 762545.

BBC "B" for sale, over £500 worth of software including leads, manuals and a dual cassette deck. Everything is in excellent condition — bargain at only £275. Also includes cassette recorder with £30. Contact Robert Swersey, 102 Eskdale Avenue, Northolt, Middx, London.

CBM 64 games to swap disk only, large collection to swap. For more information send letter list to Mr. Bateman, 56 Gorseholme, Sutton Park, Hull, Humberside, HU7 4AT.

ATARI 800 48K + 1010 program recorder + 22 games + joystick, in very good condition. Worth over £400 will sell for £170, call Manswagh on 01-735 8560, evenings

ATARI 400XL for sale £90, also Atari 1064 RAM Pack £45. All in working order. Telephone Mike 0543 254625

SPECTRUM + in good condition, new games such as Nightshade, Fighting Warrier, Hypersports etc, loads of mags, amplifier Kempston Pro joystick, 102 Quicksilver II, 6540 did a superb load of games all without problem. Worth £500 sell for £200 or swap for CBM64 with tape deck

COMMODORE 64 software to swap. All the news and some oldies. Send your list to VIP, Prestle 1127, 2160 Stade West Germany. By the way, greetings to Sir ABC, Tel Empire and TBC.

CBM64 SOFTWARE Encounter, Bounty Bob, Zork, Puzzles, Pinball, cartridges £5 each. Loco, Mr Robot, Manic Miner, Six £4 each no offers or swaps. Doncaster (0302) 569127 after 6pm.

ATARI 400 500XL 1010 Passcode, Tomskib, Crashout, Quicksilver 2, many cartridges including Solo Flight, Pitfall II, Pole Position, Computer War, two cartridges: Centipede, Star Raiders. Six books, many books on Alan Basic Programming, including all leads, worth over £400, sell for £250 onto or swap for colour CPC464. Tel 0532 672723

TIBB GAMES Maths, Soccer, TCT, Invaders, Munchman, War, Hurfle and Pole Position £3 each also Dragon 32 game for sale. Speed Racer, Manic Miner, Frogger etc £3 each. Bling 0734 475187 or write to Andrew, 34 Chilham Road, Caversham, Reading RG4 7HT.



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SPECTRUM 48K DK Tropics keyboard, programmable joystick interface, Quicksilver II joystick, Lightpen and loads of new software including Daley's Decade, Daley's Superstars!, Spy Hunter, Bruce Lee and lots more. Boxed for £199. Simon Wright, 11 Ashburnham Gardens, Uppminster, Essex RM14 1XA.

ATARI ELITE exchange. Swap or sell many titles. Contact Apollo at 105 Upheaven Road, Swindon SN3 1DP Willshire or telephone (0793) 641537 after 6pm.

SPECTRUM PLUS 48K, hardly used, still boxed and under guarantee with tape recorder, joystick, joystick interface and lots of software. Cost over £200, sell for £140 onto Tel 01-980 5014.

COMMODORE 64 games for sale, International Tennis, Spy Hunter and Pole Position £3 each also Dragon 32 game for sale. Speed Racer, Manic Miner, Frogger etc £3 each. Bling 0734 475187 or write to Andrew, 34 Chilham Road, Caversham, Reading RG4 7HT.

SPECTRUM 48K LoProfile keyboard, programmable synthesiser interface 2, Quicksilver II joystick, data recorder over £200 software magazines, books £140 or swap for CBM64 + 2CN data recorder (0562) 699127 after 4pm.

COMMODORE 64 software to swap. Many new titles from Holland, Germany and USA write to Jesper, Rasmussen, Rovsingsgade 85 ITB 2220 N Denmark or phone 01 832266.

ATARI SOFTWARE wanted to swap (disk only) contact Simon on 0904 225016 after six weekdays

WANTED CBM64 disk drive with games to swap for Honda X75 child's scooter. In very good condition (e.g. 12-16). Telephone Nottingham 0602 582474

ATARI 800 Program Recorder with Disk Covers, Basic Programmers, 101 games, Basic Cartridges and Manual, £130 of games software on cartridge and cassette, all for £180 onto Phone Bishop Auckland 764586



CHIMERA DIARY

This month sees the second and final part of programmer Shahid Ahmad's Chimera Diary, the day by day story of how he attempted to convert the game to the Amstrad in just one week.

To see if he succeeded in his tortuous task read on.

Chimera is available for the Amstrad, Spectrum and Commodore 64, price £3.95.

DAY FOUR — SATURDAY

The day started at noon for me today, and I realised a drastic time plan change had to be made. I would probably spend the whole day debugging D.P.A. and the mainline routines and the adventure handler would have to wait until Sunday or Monday.

A good thinking session was in order, so I plugged my bass through my compressor, turned my amp right up to full volume and had a thoughtful two hour break!

Fully refreshed, I tackled the problem with renewed vigour and in view of the ever looming deadline, I decided to take a logical approach.

The best way to cope with this situation was to (you guessed right!) put the Joe Hubbard album on the turn-table, get a printer listing and go through it looking for the proverbial needle in the haystack.

Well needless to say I found it (or rather, them!) and exterminated them one by one. As the saying goes, 'the only good bug is a dead bug!' I finally got D.P.A working at 2am and it was truly astonishing, the speed left me breathless.

DAY FIVE — SUNDAY

I woke up at the crack of noon today, and I'm one of those people who is usually a bear in the mornings. Well today I was a mouse, and I was frightened to death of how much time I had before my head was to be placed on the block.

Well, it wasn't quite that serious, but trying to get a good machine language game running on a computer which

you've never seen before in your life within the space of a week is no mean feat, and takes a lot of hard work, determination and self-control.

In fact, I took care of most of my debugging today! The screen looks good, and I've been moving the man around, and seeing some background animation, but I still haven't written the adventure handler.

DAY SIX — MONDAY

Well today is the last day — is it? You will by now, fully appreciate that there are seven days in a week, assuming that you count from one.

Well, there lies the catch, because I'm sure that you also realise that programmers (and I'm no exception) count from zero, not one — sneaky eh?

Fairer not, because yes, I did

have a working version of the

program that can be played and completed relatively early in the evening.

My D.R.A method works a treat and there are now no glitches in It at all, and with a map on the screen and an animated object, the speed is ridiculous fast. So fast in fact, that I've had to put many delay loops in it to slow the game down.

At last, I had written the adventure handler, and at the end of the day, I had a version of Chimera that could be played, completed and even enjoyed.

The only thing that I have leapt over is some sound and a title page, but these are trivial tasks that do not even need a thought, except, perhaps, in their presentation.

If I have to dedicate this game to anyone then surely, the honours must go to Joe Hubbard, who else? This is a truly knackered signing off.

CONCLUSION — TUESDAY TO THURSDAY

One can draw a few useful points from this exercise. The first point is that it is quite possible to write a very good game in a week, as I have proved.

This can be countered by the fact that no programmer worth his salt would dare attempt to design, create, implement and program a game of top quality in this short space of time, though watch out, I may try it sometime in the future!

It helps a great deal to have a good system to work on, used the Amstrad CPC612d system with colour monitor and the Hisoft Devpac 80 macro assembler, both products for which I can honestly say that it has been a pleasure to use them.

I am now a convert to small disks, but I feel Amstrad should have chosen the more sensible (and popular) 3½ inch format.

I also have a few words of warning to all budding programmers out there, especially those delving into machine code.

Please pay attention to design think about how you

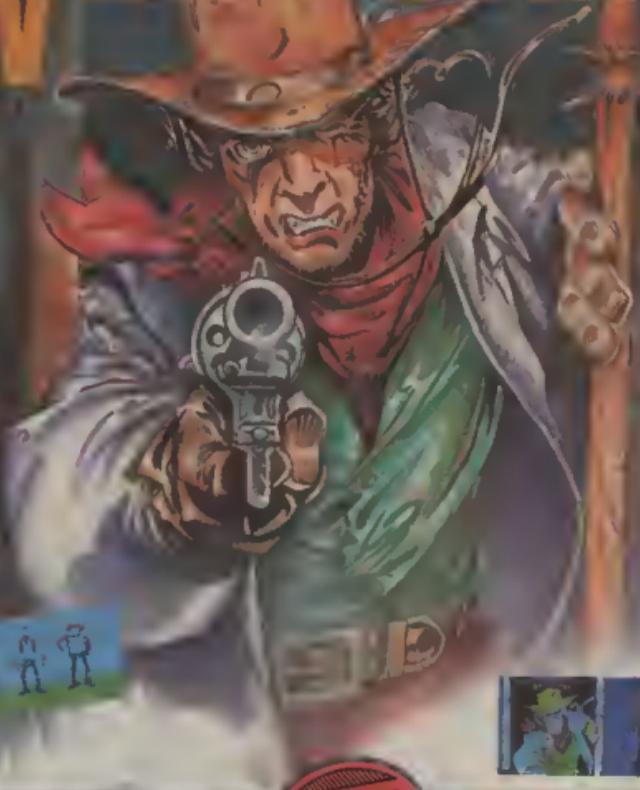
would write a particular program. Think about what might cause you problems. Do comment liberally. It helps to have a good working knowledge of the machine. Always keep strict rules about entry and exit conditions of subroutines; do not rely on values that may be lying around.

Remember, write with clarity in mind, if your code is not clear, you won't understand it when you're trying to debug It! Optimise it for speed afterwards, and only if it is necessary. Do not become a speed junkie." It is not a pre-requisite for games programming.

That's all there is to It! Oh, one more thing, it'll help a great deal if you can listen to a great album like 'Nip It In The Bud' by Joe Hubbard! How should you approach debugging? Simple! You just turn the machine off after getting a fresh listing (I hope you have a printer!), then go and get a beer or a coffee and look at the listing very, very carefully for half an hour. You'll nearly always find the culprit. What if you can't? Give up programming and take up tennis or aerobics!!



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Mailbag:

COMPUTER + VIDEO GAMES
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• I think your magazine is brilliant, although I would make the ratings out of 100 and have an overall score. It is great value for 95p, so keep up the good work.

Anyway getting to the point, I have a problem! About two months ago, my brother and myself bought an Amstrad 6128 and also got *Sorcery+*. After many hours of practice I rescued all eight sorcerers and hey presto the Necromancer's eyes came up and I played for about one minute on the new level and was promptly killed. Then on the screen it said that I could now play the new mode available. I pressed the fire button, the space bar and all the other keys but nothing happened. When I replayed the game the *Sorcery One* game started. What am I supposed to do? I have played it again and again, but, when I played the new game after saving the eight sorcerers, I can't play after that. Please, please, please help me. Carl John Campbell Porthcawl

• I bought your mag for the first time (December) and I think it is absolutely brilliant. I loved the poster and your competitions are brilliant, especially the *Commando* one. I think you should put the price up to £1.50 as you issue three mags for the price of one, eg. the C+VG, Adventure Supplement and a Games Book. The reviews are very good and I liked the bit on Arcade Action. I have now asked my local newsagent to reserve me a copy every month.

Paul Phillips Bristol

• I own a Spectrum 48k and I buy your magazine every month as I think it is an excellent read and very informative about the computer games world. But I would like to add that I also buy *Crash* every month and I also like this magazine.

Anyway, to get to the point of this letter — I have just read *Mailbag* in your December issue and quite honestly I am fed up reading letter after letter putting down your mag and comparing it to *Crash*. I know that it is important to you, that you know what people think of your mag, but quite frequently these 'moaning' minxes' go over the

top and this in turn causes people to write in defending your magazine and we have to go through the same sort of letters each month.

Why don't you issue an annual questionnaire to find out what people think and what new items they would like to see? It would save a lot of boring letters having to be read and that way everybody would get their say. Although I say some letters are boring I was pleased to see that this wasn't the case with Richard Hammond's letter. I found his letter interesting and very informative (*December* issue).

It is also stupid to compare C+VG with *Crash* because C+VG deals with a wide range of computers while *Crash* deals only with the Spectrum. It is totally idiotic to break down and compare two mags with different main topics unless of course you compare the Spectrum bits of C+VG with *Crash* (which isn't far as *Crash* would win hands down, due mainly to content). So, come on C+VG readers, let's have some original and interesting letters in future *Mailbags* as I'm sure most of you are as fed up as I am.

I thought that the comic strip competition was an original and fab idea. Let's have more competitions like it.

Stevens Hargason Stretchydale

• I must congratulate you on your finest issue yet! (Dec 1985) I found it packed with information, news and articles — on films and networking for your computer. I found the *Adventure Supplement* the best yet with superb design and layout. There were dozens of tips and even a sneak review of *Questmaster 3* by Scott Adams! I though the pages on mapping your adventures were very clear and useful — may I suggest that when you've got a complete map on paper, you can draw it out easier on an *Adventure Planner* pad from Print 'N Plotter Products.

Ever since you have redesigned the magazine it's gone upfull, looking a lot more coherent, with some really nice large colour screen-prints from games I like the new *Bug-Hunter* cartoon — very well drawn, and the tips and pokes

page is quite large too.

Unlike odd other readers who have complained about non-computer articles and too many adverts in C+VG, I totally disagree — there are never enough adverts, as they tell you what games or hardware are coming out long before anyone else — *I, the Mask* from Electric Dreams for example, which even shows screen shots in the advert. The speculated articles are great, and always interesting to read as they create a good contrast with the games reviews. You wouldn't want just reviews, would you?

I also like the American reports which tell us what's happening over there.

Finally I must thank you for the great set of maps you keep printing, made up of colour screen-shots. A lot better than a line-drawing in *b/w*! The *Highway Encounter* map was great, as was the *Alien 8* one.

Keep up the good work — especially the amazing push you are giving adventures — you were the first magazine I read to include screen shots of adventures and now you do them in colour! After all, these games are as popular now as arcade games. Good work C+VG, keep it up! Can't wait for the next issue!

Christopher Hester W York

• I have been reading C+VG now for many a month and I haven't seen too many letters from Arcade fanatics! As I am an avid supporter of the coin-operated machines, I would like to see a high score table along with a tips section in your magazine. These would be two of the best additions you could make to your already fab mag.

I would also like to say that most of the best 'arcade' games players do not get their high-scores in the amusement arcades, but in pubs or cafes. I personally reside in a cafe called Pat's, where the machines cost only 10p. In Pat's there are games like *Ghosts 'n' Goblins*, *Pac-Land*, *Hyper-Sports* and *Star-Force*. In this cafe my mates and myself get much better scores than in the nearby arcades, apart from a few exceptions.

Grant Pike Norwich

• I have been getting you magazine for some time now but all I hear from the Mailbag section is complaints from BBC users being starved of great games. Rubbish!

This may be hard to believe, but it's true! U.S. Gold are bringing out some great games such as *Bruce Lee: Bounty Bob*, *Dumbbusters*, *Kind Over Masters* and wait for it... *Impossible Mission*!

That's not all, Ocean have brought out *Manch Day* and Imagine are bringing out *Hyper Sports* and *Ya Ar Kung-Fu*. Nick Orlando is bringing out *Hermek* which will be, as usual, brilliant, and Superior Software have brought out a brilliant sequel, *Repton 2*.

So Beeb owners stop complaining — software houses have realised the versatility of the machine. Many thanks to the software houses mentioned and keep producing these excellent games.

Alan Dooley, Notts

• I have been wondering why we don't see *Miner Willy's* fate in there something special about it that you don't want us to see.

For instance in *Jet Set Willy* he has his face stuck down the toilet on *Monic Master* you can only see his boot, on *Perils of Willy* he is lying on the track with his bowler hat over his face and on *Jet Set Willy II* he has a space helmet on, with the visor covering his face. Would it be possible for you to let us see his fate? Please!

Lee Henry Houghton

Editor's reply: Are you crazy! Didn't you know...?

• I have bought your mag every month over the last year or so and have been very amused by the continual slanging match that goes on between the owners of the different machines. I feel that it does tend to go on a bit, and it must now be time to put a stop to it.

All you have to do is to make a direct comparison between the machines under different sections ie, prize, graphics, sound, software back up, ease of use, add-ons and ability to do home grown programs.

Sean McCurry Co Meath

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IN



Scooby-Do, where are you? In C+VG next issue that's where! And you could be the first in your street to win one of Scooby's new games hot off the presses from Elite. So stop munching those Scooby snacks and get on down to your newsagent to order the March Issue of C+VG. Swords and Sorcery, the ultimate computer conversion of the role-playing game Dungeons and Dragons, is giving many hardened adventurers sweaty palms as they explore the awesome dungeons. So to make your life just a tiny bit easier we persuaded S&S programmer Mike Simpson to give away a few of the dungeon's secrets. We've got an exclusive map of the dungeon's first level plus some game playing hints from the man himself. Grab your trusty broadsword and hock o crimson path to the shop that sells you C+VG next month!

C+VG's occ adventure team have been questing through Lord of the Rings to bring you a special triple review of the game EVERY adventurer has been waiting for. That makes the March issue of C+VG worth waiting for too . . .

The Return of the Bug Hunters. You missed Otiss, Big Red and the others this issue. But they'll be back next month now that Jerry can afford to buy a new pencil sharpener. Don't miss the exciting party when Big Red takes B-Con's advice and becomes TOTALLY irresistible. You won't believe your eyes when you read MAGNETS, next iss.

PLUS

The results of our Don Dare cartoon strip contest. We print some of your amazing artwork!

PLUS

We know we've said this before — but next issue we WILL take a look Behind the Iron Curtain at Hungary's Andromeda programmers who are bringing you the ultimate simulation of Max Headroom's favourite game.

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